NINTENDO64

ZELDA 64—First 100 Shots

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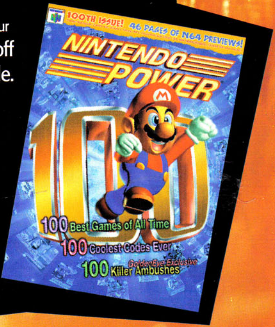

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NINTENDO 64

A Wild Racing Adventure!

DIDDY KONG RACING

PAGE 10

Stop eating Diddy dust! If you don't want to be left behind, check out our strategy review of the slickest tricks and shortcuts in Diddy Kong Racing! This month's issue has strategies for leaving the game's bosses and other racers far behind. Our detailed course maps, complete with balloon, zipper and coin locations, will put you back on the track at the head of the pack!

100 PHOTOS! Zelda Facts and Fantastic Pics You Won't Find Anywhere Else!

ZELDA 64

PAGE 26

No N64 title in development has been so widely anticipated or highly guarded as Zelda 64. Now Nintendo Power gives you a sneak preview of exclusive game development photos and Shigeru Miyamoto's story outline. Get the facts direct from Zelda's creator!

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An Explosive Strategy Review

BOMBERMAN 64

Whether you're searching for a hidden Gold Card or simply trying to find a switch that opens a stage exit, our detailed maps and tips for Bomberman 64 have the information you need. Volume 103 blows the top off the secrets in the opening levels of Bomberman 64.

PAGE 60

PLAYER'S PULSE

Let it snow! Let it snow! Let it snow! Winter and a bundle of new games are on their way! If you got snowed in, what three games, new or old, would you play to cure your cabin fever? Tell us why, make a list, check it twice, and send it in. You may see it in NP!

007 Is Number 7?

I was very disappointed with the top 100 games section in your 100th issue. GoldenEye 007 at number 7?!? How can a game–after being in stores for just one month–be listed as one of the best games of all time?

Dawn Wisniewski
Via the Internet

We're not the only ones who love this game. Read on to find out how GoldenEye 007 could very well be one of the best games ever.

The Man with the Golden Game

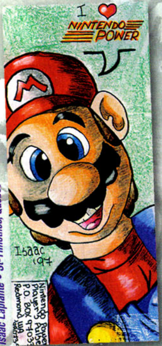
I rented GoldenEye the movie, then, after watching it, I played the game. This is the best game I have played ever–hands down. GoldenEye 007 lives up to the hype. It follows the movie very closely and the graphics are so real, that it is actually like being James Bond. It's nice that Nintendo is catering a little more to the adult crowd. I'm a 32 year old staff accountant, but that doesn't mean I don't like to have fun. I was beginning to think that Nintendo produced only games for the kiddie crowd.

Scott Lawrence
Glenfield, NY

James Heely • Chesapeake, Virginia

I'm a freshman at Oswego State University, and every one of the twenty plus people from our dorm floor has been enthralled by the four-player mode of GoldenEye 007. It is the best multi player game ever. I've had to kick scores of people out of my room so that I could get some studying done. I'm seriously considering starting a GoldenEye Anonymous Association for their own good. My roommate was so stunned by the realism of the game, that, when he walked down our dorm hallway, he had to check over his shoulder twice to make sure no one had a grenade launcher (our weapon of choice) pointed at his head.

Dave Erhardt
Oswego, NY



Isaac Laplante • St-Timothée, Quebec

Is GoldenEye 007 the best game of the year? I believe it is. First, it's not your typical shoot-'em-up game where you blast everything in sight. There is an adventure element and there are tasks that you must complete–not just finding a key to the next level. And even though the game has cheat codes, you have to earn them, and, even then, you can use them only in the levels you've already completed.

Ben Magee
Via the Internet

GoldenEye 007 blows Mario out of the water. Super Mario 64 was a great game, but I think it was too easy and didn't have any replay value. GoldenEye, on the other hand, is the best game ever. It has three difficulty levels–hard, harder and impossible. And since you have to earn the codes, the average gamer can't become the braggart of the school. The game keeps you honest and can be replayed over and over again.

Kyle Salyer
Via the Internet

M would be happy to hear all this praise, but just to show that we're fair, here's the only negative letter regarding GoldenEye 007 that we could scrape up.

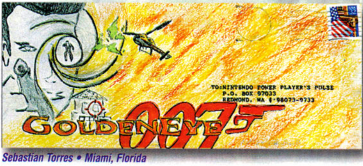
I think that GoldenEye 007 is lame. The graphics are cool, but the game is lame. You get shot by lasers and every other weapon in the world, but it takes forever for their hits to take you out. I just think the game should be more realistic.

Paul Bolotin
Brownsvalley, CA

Since when was James Bond about realism? After appearing in movies for 35 years, 007 has dodged bullets a ridiculous number of times (and his hair NEVER gets messed up). If Bond was about realism he wouldn't have any of those groovy gadgets and he'd have been shot up into a piece of Swiss cheese with bad hair already. How fun is that?

Apocalypse Now?

I'm writing this on October 1, 1997, and according to the programmers of Crystalis, today is the day when we will all perish from a nuclear apocalypse. I decided that I had better write you one last message. Your ratings of games are



Sebastian Torres • Miami, Florida

Background Art: Diego Molano • Hialeah Gardens, Florida ultra harsh. I think that you are looking for too much. You seem to expect game playing to be a spiritual experience! This is not the point of video games. They are supposed to provide entertainment and fun and should not be thought of so seriously. But nothing I say really matters since today is the dreaded day.

Josh Ames
Via the Internet

Mark Baggio • Lubbock, Texas

Kyla Sturgeon • Douglastown, New Brunswick

It's December now, and we're still here even though Crystalis for the NES prophesied that legions of mutants and a giant computer would be terrorizing our war-torn world. Sheesh, it looks like we built our bomb shelter for nothing. Maybe we do take video games a little too seriously.

The Top 100

You made some good choices for the best 100 games ever, but you missed one of my favorite games of all time! It was an old NES game that I played over and over called River City Ransom.

Kenneth Diehl
Via the Internet

Games that ranked too high: Wave Race 64, Tetris Attack and Blast Corps. Games that should have been ranked: Uncharted Waters: New Horizons, Civilization and Aerobiz Supersonic. The true number one game of all time should have been the original Legend of Zelda for the NES.

Travis Scott
Via the Internet

I was amazed that the great game Rygar didn't make your top 100. I think it was one of the best early Nintendo games. Even the end sequence was superior to a lot of games from that era.

Dan Fowler
Via the Internet

Tetris Attack

Regarding your 10 Worst Games of All Time–I have found a game with a worse idea than Shaq Fu. It is called Tetris.

Craig MacDonald
Via the Internet

Yikes. That's like comparing Candy Land to chess. We're sure that a few of the millions of Tetris fans will have something to say in the game's defense. Readers?

Karen Leonard • Upland, California

Stephen Roberts • Eno, Ontario

100 Other Things

One thing really made Volume 100 worth it: The 100 Other Things that Equal 100 list. Number one was "The number of times Luigi has been overlooked to appear in a game!"

Jason Bowie
Via the Internet

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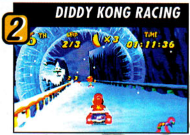
POWER CHARTS

1997 ends with the man with the golden gun meeting the clan with the golden balloons. The DKR team makes a strong debut on December's Power Charts, but Bond stealthily keeps the speed demons at bay with his gadgets and guns. But don't fret, Diddy Kong Racers–there's always next year!

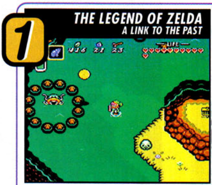
NINTENDO 64 TOP 10

Bond can handle Trevelyan and Jaws, but is he quicker than Diddy and Timber? DKR, in its Power Chart debut, tailgates 007, while another speedy newcomer, Top Gear Rally, rounds out the pack.



	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	GOLDENEYE 007	NINTENDO	1	12
2	DIDDY KONG RACING	RARE	—	1
3	STAR FOX 64	NINTENDO	2	7
4	MARIO KART 64	NINTENDO	3	12
5	SUPER MARIO 64	NINTENDO	4	15
6	STAR WARS: SHADOWS OF THE EMPIRE	NINTENDO	5	15
7	TUROK: DINOSAUR HUNTER	ACCLAIM	6	15
8	CRUIS'N USA	NINTENDO	8	12
9	DOOM 64	MIDWAY	—	7
10	TOP GEAR RALLY	MIDWAY	—	1

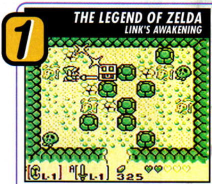
SUPER NES TOP 10



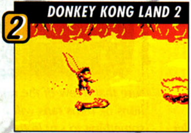
The Legend of Zelda and the rest of the top five remain frozen in the charts. The bottom half is heating up, however. One of the biggest movers this month is Harvest Moon, which springs up two spots.

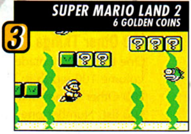
1	THE LEGEND OF ZELDA: A LINK TO THE PAST	NINTENDO	1	70
2	SUPER MARIO RPG	NINTENDO	2	20
3	DONKEY KONG COUNTRY 3: DIXIE KONG'S DOUBLE TROUBLE	NINTENDO	3	14
4	FINAL FANTASY III	SQUARE	4	36
5	CHRONO TRIGGER	SQUARE	5	29
6	DONKEY KONG COUNTRY	NINTENDO	7	38
7	DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST	NINTENDO	6	32
8	HARVEST MOON	NATSUME	10	3
9	SUPER MARIO KART	NINTENDO	—	56
10	FINAL FANTASY II	SQUARE	9	61

GAME BOY TOP 5



Sure, Link is adventuring his way all over the charts, but so is Diddy. The Kong undertakes a quest in DKL 2 on the Game Boy charts, and he also monkeys around this month in DKC 2 and DKR.





1	THE LEGEND OF ZELDA: LINK'S AWAKENING	NINTENDO	1	56
2	DONKEY KONG LAND 2	NINTENDO	2	16
3	SUPER MARIO LAND 2: 6 GOLDEN COINS	NINTENDO	3	61
4	DONKEY KONG LAND	NINTENDO	—	35
5	WARIO LAND: SUPER MARIO LAND 3	NINTENDO	—	40

MOST WANTED

1. ZELDA 64 (N64)
2. NINTENDO 64 DISK DRIVE
3. GOLDENEYE 007 (N64)
4. YOSHI'S STORY (N64)
5. SUPER MARIO RPG 2 (N64)
6. DIDDY KONG RACING (N64)
7. SUPER MARIO 64 2 (N64)
8. EARTHBOUND 64 (N64)
9. STAR FOX 64 (N64)
10. MLB FEATURING KEN GRIFFEY JR. (N64)

LETTERS, CONTINUED...

In your 100 Other Things list you said that there were probably only 100 people who ran out to see the Super Mario Bros. movie. I loved that movie, and I still don't know why people didn't like it.

Brian Caswell
Otsego, MI

100 also equals the number of speed bumps that we had to install in each theater to keep people from running out of the movie.

Star Finances

At the end of Star Fox 64, when it shows the bill that you give to General Pepper, I figured out that for every enemy ship that you turn into recycling material, you get $64. Very funny, Nintendo. So, if you earned a gold medal in every area by shooting down the minimum required ships (which is 2,400 enemies), you would earn $153,600!!! What would the Star Fox team do with all that money???

Joshua Nichols
Homer, LA

According to the Star Fox story, James McCloud never finished paying for his giant space cruiser, the Great Fox. After James's demise, Fox not only got to lead his father's team, but he also got stuck with his father's debt.

Mr. Gunpei Yokoi

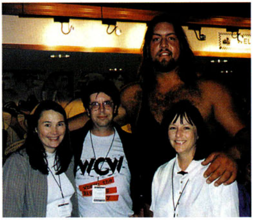
Tonight, I retire a sadder person as the world of gamers and I mourn the loss of Mr. Gunpei Yokoi. His contribution to our hobbies and lifestyles, our interests and imaginations, our dreams and skills are beyond measurement. I do not know his family, loved ones or friends, but I wish them my sincerest condolences. His creativity touched many lives, and we will all benefit from his goodwill. Gamers everywhere, the next time you start a game, remember that life is an adventure—fragile, exciting, powerful and fun. And take a moment to pause and show respect for the world's original Game Boy, Gunpei Yokoi.

Hank Jenkins
Via the Internet

Mr. Gunpei Yokoi, the creator of Game & Watch, Virtual Boy, Game Boy and Game Boy Pocket, passed away October 4th in Japan after he was struck by a car. Mr. Yokoi was an extraordinary man with extraordinary ideas, and he was the "power" behind the games that we play with. Mr. Yokoi dedicated his entire professional career to Nintendo and the gaming world, and he left behind a great legacy of inventions. We'll always miss the man and the power of his vision.

NP Goes to the Mat

To commemorate their new N64 wrestling game, WCW Vs. NWO: World Tour, our friends at THQ invited all of us at NP to a night of WCW wrestling in Seattle. Before witnessing the bigger-than-life, big time matches, we tried out the video game and mingled with the wrestlers. How does THQ's game measure up to the real thing? After watching WCW and NWO brawlers such as "Macho Man" Randy Savage, The Giant, Rey Mysterio Jr., and Ultimo Dragon in action, we can declare (in our gruffest voice) that THQ's game, complete with the wrestlers' signature moves, taunts and teases, has wrestling pinned down.



Gail Tilden (left), Scott Pelland and Leslie Swan get dwarfed by The Giant (he's the really, really big guy in the photo).

WRITE AWAY RIGHT AWAY!

Seasons greetings! A blizzard of new games are coming out before the new year, and we'd love to hear what you think about them. Diddy Kong Racing. Bomberman 64. MK Mythologies: Sub-Zero. Drop us a line and give us your thoughts!

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DIDDY KONG RACING™

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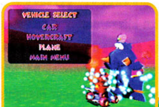
Last month we introduced you to Diddy Kong Racing, the unique adventure on wheels (not to mention on water and wings) from Rare. Now it's time to take the wheel and punch the pedal. This month's review will put you on track to win the Gold Balloon Challenge.

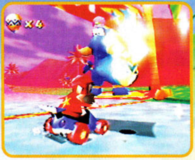
Taj the Elephant

It all begins in the center of Timber's Island. That's where you'll meet Taj, a genie-slash-blue elephant who wants to stop the dreaded Wizpig, but who needs your help to do it. Taj can give you any of the three vehicles, but he'll also challenge you to races throughout the adventure. When you win a race, Taj will be there to award you a Gold Balloon. Since you need to collect Gold Balloons in order to open the doors to the racecourses, you need to get as many as you can. We're here to help you get the gold.



Gold Balloon Challenge

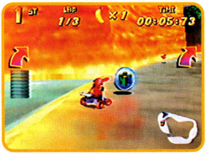
The Gold Balloon Challenge is the first of many challenges in Diddy Kong Racing. From the outer island, you can enter four worlds, each with four Gold Balloon Challenge races on separate tracks. If you take first place in a race, you'll win the Gold Balloon from Taj. After winning on all four tracks, you'll face an added challenge from the boss character of that world. It's just the beginning of the adventure.



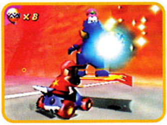
When you want to change your vehicle, challenge Taj, or change an option, you have to get Taj's attention. You can drive up to the elephant and hit him, or get close and honk your horn. Taj prefers the second method.

Silver Coin Challenge

After clearing every race in a world, and defeating the boss, you'll be given a new task: completing the Silver Coin Challenge. Eight silver coins appear on each track. Your mission, if you choose to accept it, is to pick up each of the coins and win the race. It's not as easy as it sounds since the coins often appear in difficult to reach locations that take you off the beaten path.



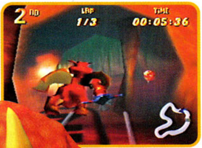
Silver Coins are seldom found in the fastest lane. You have to find ways to reach them without sacrificing speed or position. We're leaving this challenge up to you—at least for now.



Once you collect all the coins, and end up in first place, Taj will show up to award you even more Gold Balloons.

Boss Challenge

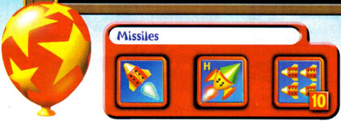
After completing the final race in a world, you'll automatically face the boss character. These guys run, fly or swim, but they don't use vehicles and they often present other obstacles for you to overcome. Some of the boss courses are one-way, while others require you to race the standard three laps. You'll meet each of these characters after completing the Silver Coin Challenge, as well, and they'll be even tougher than in the first race.



Boss characters hog the track. Just passing them can be a major problem. Fortunately, you can turn to page 24 for help.

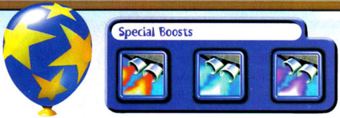
Bop 'Til You Drop

Missiles



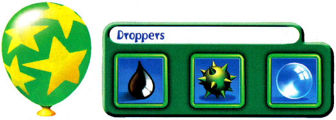
Missiles are found in Red Balloons. One Red Balloon gets you a single shot that fires straight ahead. Two Red Balloons earn you a Homing Missile and three balloons score a battery of ten missiles. Vehicles hit by a missile will be stopped, but only for a short while.

Special Boosts



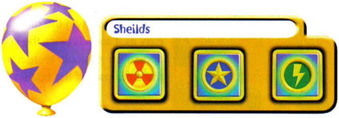
Blue Balloons contain speed boosts. If you collect two or three Blue Balloons, your boost becomes that much more powerful. Boosts can put you solidly in the lead, but you have to be careful where you use them. If you boost on a corner, you might end up in a lake.

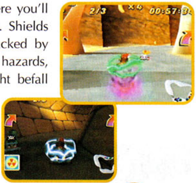
Droppers



Droppers are items that you drop on the track to slow down opponents. You'll get an oil slick with one Green Balloon. Two Greenies give you a spiked mine and three turn the dropper into a bubble. Place droppers where they can't be avoided–around corners or on top of speed zippers.

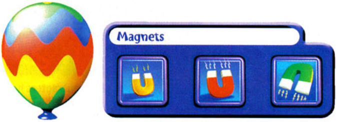
Sheilds

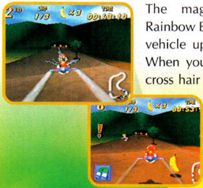




In the Yellow Balloon is where you'll find shields for your vehicle. Shields prevent you from being attacked by missiles, droppers, or other hazards, such as snowballs, that might befall you. Shields also disrupt other racers if they touch your vehicle while the shield is activated.

Magnets



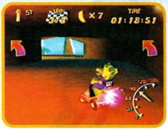


The magnets are hidden inside Rainbow Balloons. A magnet pulls your vehicle up to the one ahead of you. When you use the item, you'll see a cross hair appear on the target vehicle if it's within the magnet's range. Two or three Rainbow Balloons extend the magnet's range.

Bananas

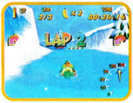
Unlike the bananas found in Mario Kart 64, DKR's bananas increase your vehicle's top speed. You can collect up to ten of the yellow yummies to reach maximum power on each course, but the effects last only as long as the one race.

Timber's Island Motors



Cars

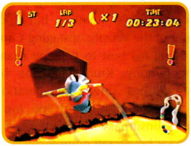
Every Gold Balloon Challenge has one set type of vehicle for the drivers. (In multiplayer and time trial modes, or the track mode, you can choose from any available vehicle.) The most unusual aspect of racing with cars is the power slide, similar to the slide in Mario Kart 64. Using the power slide (simply push the R Button when you initiate a turn) you'll retain your speed and be able to cut corners.



Select the speedometer to check out your top speed. Each vehicle's top speed depends on the track surface and the character behind the wheel.

Planes

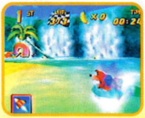
Racing planes is the ultimate in 3-D racing. Not only do you navigate from left to right, but up and down, as well. The R Button lets you turn sharply or perform rolls. Planes have the advantage of being able to cut across many corners, fly over obstacles and use every type of zipper. The disadvantage is that, when you hit something in a plane, it really drops you out of contention.



Planes can fly just about anywhere, but sometimes you must pilot them through narrow openings like this.

Hovercraft

Water courses, and a few other tricky courses like the boss challenges against Bluey the walrus and Bubbler the octopus, put you in the seat of a racing hovercraft. The turning controls can be almost instantaneous, depending on which driver you choose. Hovercraft are certainly the trickiest of the three vehicles to drive, but they do give you the advantage of being able to hop using the R Button.



In a hovercraft, you can drive over water or any land surface, which lets you make shortcuts that cars can't take.

Furry, Fearless Drivers

Diddy Kong

Diddy is the hero of the game because he can do everything well. His speed and acceleration are both good, and he can handle any vehicle with skill. He came to Timber's Island when he got a letter from Timber the tiger telling him about the troubles with the Wizpig. Diddy couldn't resist the challenge.

Krunch

Krunch may be a Kremling, but he doesn't like the thought of the Wizpig upstaging Captain K. Rool. So he's doing his best to free the island from racing tyranny. Krunch, as the heaviest character, has slower acceleration and poor handling, but his top speed is unsurpassed. He's a good choice for hovercraft courses.

Timber

Timber's family used to rule the island before the Wizpig began hogging all the race tracks. He's determined to bring the big pig to justice. He's well equipped to do it, too, with very solid handling. His acceleration, top speed and weight are all in the middle range.

Conker

Conker the courageous squirrel is biding time until his own game comes out next year, but in the meanwhile he has a thing or two to prove. His attributes are identical to Timber's, making him a solid racer in any vehicle.

Pipsy

Pipsy rules. She may seem like a lightweight, but when it comes to handling and acceleration, this mousy miss can thrash the rest of them. Her top speed is only medium, but she can make up for that with boosts and zippers. In a hovercraft, her light weight makes handling tricky for all but the most persistent mouse fans.

Banjo

Like Conker, Banjo is sort of hanging out on Timber's Island while his own game gets polished for release. The happy-go-lucky honey bear has good handling for a heavy guy, but his acceleration is what you would expect from a bear. On the other hand, Banjo has excellent top-end speed for straightaways.

Bumper

Bumper the badger breaks from the time-honored badger traditions of burrowing and sleeping twenty hours a day. This fellow lives for speed. Although all of his stats put him in the middle range, he has good handling in every vehicle. With Bumper, you may never need to choose another driver.

TipTup

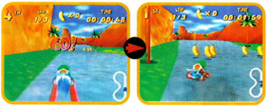
TipTup, like Pipsy, doesn't have the weight to hold a hovercraft down, but in all other vehicles and conditions, he can race circles around the heavier racers. His acceleration and handling are tip top and his top speed is medium. He may be a little bit nervous on the race track, but you can calm him down with practice.

Dino Domain

Ancient Lake

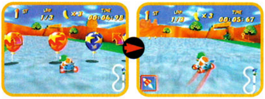
Even the simplest track like Ancient Lake can turn up surprises. The biggest surprise here comes from the dinosaur who crosses the road. Why? To smash your car, of course. If you miss the dino and hit the zippers, you'll leave the other racers in your dust. You'd have to be a fossil to lose this race.

1 Blazing for Bananas



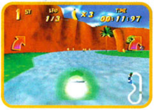
Get a boost off the starting line by hitting the gas just as the starting announcement ends. Aim straight ahead at the group of three bananas and grab a couple.

2 Shoot or Boost?



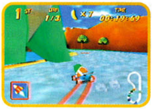
Farther down the track, you have to make a choice between picking up missiles or speed boosts. Grab the Blue Balloon and shoot into the lead.

3 Zip to Glory

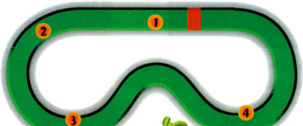


Cross the zipper on the inside of the track to get a huge boost. Get ready to power slide around the corner ahead.

4 Dino Steps



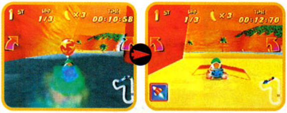
As you enter the lake area, watch out for the dinosaur who crosses the road. He moves slowly, but never try to pass beneath this big boy.



Fossil Canyon

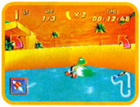
With a mere two Gold Balloons, you can enter Fossil Canyon and face a greater challenge than the Ancient Lake course. This track requires precise steering and power slides. A sharp driver will also find several daring shortcuts. If you win the race in Ancient Lake, you'll line up at the far left in the pole position, perfectly lined up with a zipper.

1 Pole Position



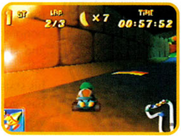
Your starting position often gives you an advantage. A first place finish in your previous race gets you the pole position. In this race, you'll be lined up to drive straight across the first zipper.

2 Over Water



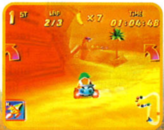
After boosting over the second zipper, drive straight ahead toward the lake. On the track's shoulder is a zipper that shoots you across the water.

3 The Torch Turn

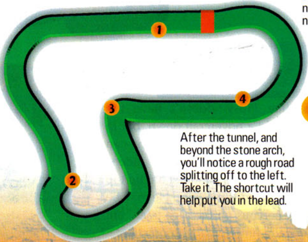


The turn in the tunnel seems difficult at first. Use your power slide technique (holding the Right button) beginning just after the wall torch.

4 Hang a Left



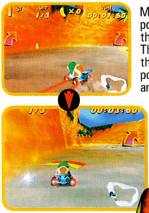
After the tunnel, and beyond the stone arch, you'll notice a rough road splitting off to the left. Take it. The shortcut will help put you in the lead.



Jungle Falls

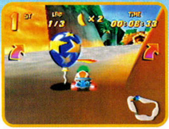
Things really begin to heat up when you enter Jungle Falls with three Gold Balloons. The first hurdle comes right at the start, where you must make a sharp turn to the left, then another to the right to hit a zipper. Tunnels and shortcuts also enter into the picture. Luckily, you'll find plenty of items to help you boost yourself or bop your enemies.

1 Start Out Left



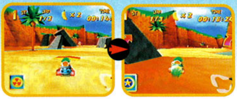
Make an immediate power slide to the left at the start to avoid the lake. Then, as you race toward the wall, make a second power slide to the right and hit the zipper.

2 A Bunch of Boosts

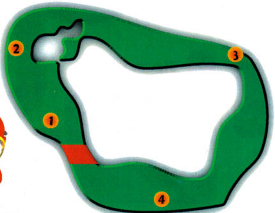


Grab the Blue Balloon in front of this zipper, then hit the zipper for a boost. That blue boost should be used for extra speed up to and over the bridge.

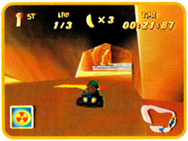
3 Zip on an Angle



As you leave the tunnel, aim for the left side of the track and the zipper. As you hit the zipper, aim to the right of the leaning stone structure ahead in order to miss a pond.



4 The Skull Boost

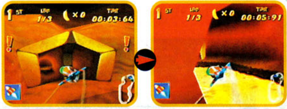


Drive beneath the skull to find this hidden zipper. If you hit it squarely, you'll be lined up to blast between the rows of dino ribs. You can also go to the right of the ribs for a shortcut.

Hot Top Volcano

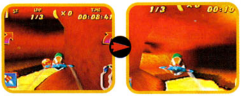
If you play straight through Dino Domain, Hot Top Volcano will be your first race in a plane. Get set for a wild ride. The lava and flames in the volcano may look terrifying, but they won't affect your performance. Hitting walls, however, will slow you down dramatically. If you stay away from the rocks, you'll blow the top off this course.

1 Twin Tunnels, One Choice

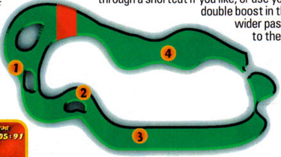


The right tunnel contains a Blue Balloon, which, when combined with a Blue Balloon that you can collect just before the tunnel, can give you a mighty boost in the area ahead. Any time you can combine boosts, do it.

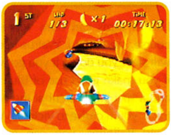
2 A Narrow Scrape



You can hang close to the right wall and squeeze through a shortcut if you like, or use your double boost in the wider passage to the left.



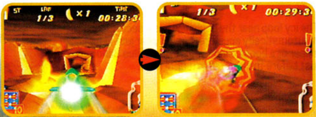
3 Air Zipping



On the left side of the passage, you'll come to a circular air zipper. Head straight into it and get a boost toward the tunnel ahead.

4 Dino Dodging

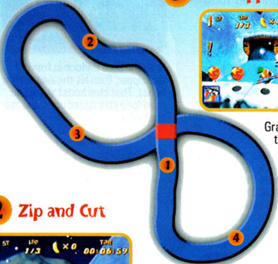
The final chamber has a dinosaur and two zippers. You should be able to fly through both zippers for a huge boost toward the finish line.



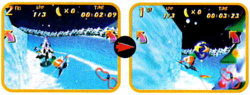
Snowflake Mountain

Everfrost Peak

If you don't head immediately to Dino Domain, it's possible to pick up a few Gold Balloons on Timber's Island and fly to Snowflake Mountain for your first race. The Peak is where you'll begin. It's a thrilling, chilly flight.

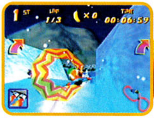


1 The Squeeze Play



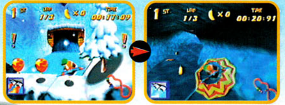
Off the starting line, if you're in the position on the far left, you can blast down the canyon, pass between the wall and the tree, and get a Blue Balloon for a boost.

2 Zip and Cut



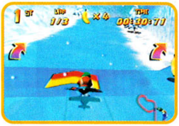
Enter the air zipper heading slightly up and to the left. You'll boost up and over the corner of the cliff for a shortcut.

3 The Dipping Tunnel



Grab one of the Blue Balloons before the tunnel, then stay along the right wall to catch the air zipper. The biggest danger is flying too high so that you hit the ceiling.

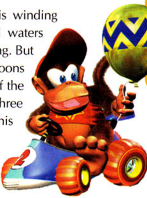
4 Touchdown



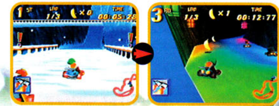
Ground zippers are for planes, too. Skim the ground and touch down briefly on the zipper to earn a boost.

Walrus Cove

Lots of turns can burn you in this winding course, and frigid Walrus-infested waters will slow you down if you go wading. But if you make good use of Blue Balloons and a special shortcut at the end of the track, you'll cruise to victory. With three Gold Balloons, you can enter this course and make it your own.

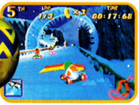


1 The Loop



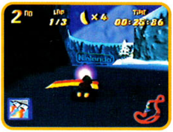
The icy loop near the beginning has a secret feature. It automatically accelerates every car just like a zipper or a boost. Since you pick up a Blue Balloon just before the loop, save it until later.

2 Double Zippers

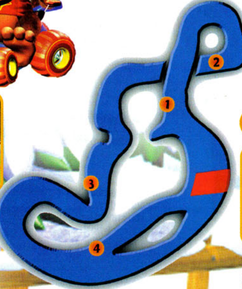


Power slide onto the bridge, then hug the right rail to get the first zipper. Then angle across to the left railing for the bonus boost on the second zipper.

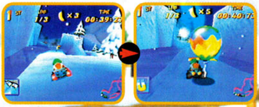
3 Leaving the Cave



This zipper is located close to the left wall following a right-hand turn. Power slide around the corner in order to get the zip.



4 The Ultimate Shortcut

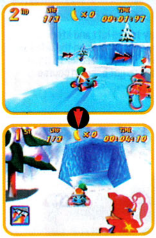


On the back stretch, stay to the left and take the left branch when you see it split off. Head straight into the zipper or you'll hit the water.

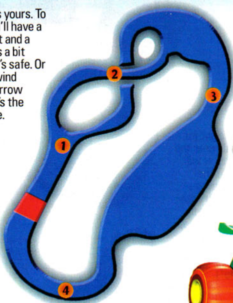
Snowball Valley

With two main routes to take and giant snowballs to dodge, Snowball Valley is a very hairy, if not merry, race. You'll face several dangers, not the least of which is the danger of your fellow racers knocking you into water or the path of a snowball.

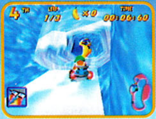
1 Which Way to Go



The choice is yours. To the right you'll have a straight shot and a long drop. It's a bit longer, but it's safe. Or go left and wind through a narrow tunnel. That's the expert route.

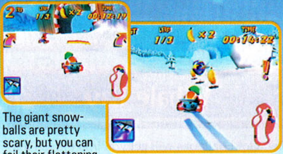


2 Stuck in the Ice



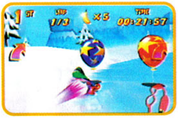
The tunnel route gives you a shot at two Blue Balloons, and it's shorter than the cliff route, but it's very narrow.

3 Snowball Terror



The giant snowballs are pretty scary, but you can foil their flattening ways by picking up and activating a shield item in the arch that leads into the valley.

4 The Final Push

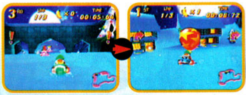


Take the zipper to blast out of the igloo tunnel, then grab the Blue Balloon on the track for an extra boost across the finish line.

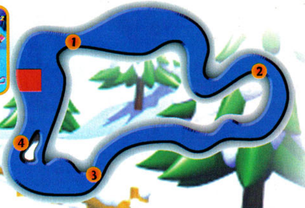
Frosty Village

There's a little bit of everything on this course, including a shortcut and a longcut. For such a long track, you have to use some subtle tactics to gain the winning edge. Whatever you do, stay out of the deep snow unless you have extra boosters or are using zippers.

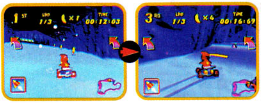
1 The Central Arch



When you cross the first zipper, aim straight ahead at the central arch in the stone aqueduct. Once you're through the arch, angle to the right and aim at the tree near the tunnel's mouth.

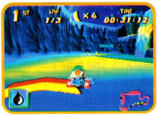


2 The Tunnel Turns



Stay along the right wall of the tunnel to pick up the bananas when you first enter, then power slide around to the left in order to line up your car with the zipper around the first bend.

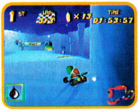
3 A Critical Zip



This tricky zipper sneaks up on you. Take a straight line across the cave and turn right onto the zipper as you exit.

4 Shoot The Shore

The final zipper on the course can be the race winner. When you power slide out from under the arch, you should be headed to the left. Let go of the slide before you hit the lake and you'll boost off the zipper.

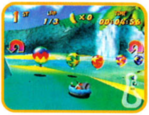


Sherbet Island

Whale Bay

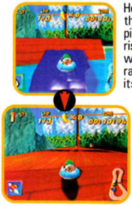
Ten Gold Balloons will get you into the fun and sun of the Whale Bay hovercraft race. It's a new experience, bouncing over waves, dodging whales and spinning on a top in the squirrely hovercraft. You may want to choose a heavy driver for these watery courses. Their slower turning rate may make things easier.

1 Hit the Beach

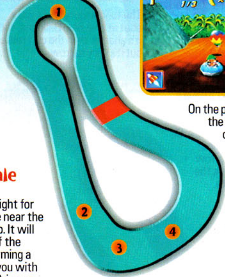


The tightest corner you can make at this end of the course forces you onto the sandy beach. That's okay. Hop right up and turn at the Rainbow Balloon.

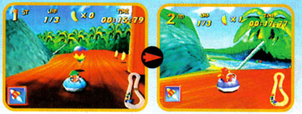
2 A Whale of a Tale



Head straight for the whale near the pirate ship. It will rise out of the water, forming a ramp for you with its back. Drive up its back and hop onto the ship's deck, then head to the left.

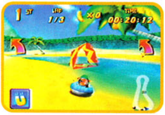


3 Once on Deck



On the pirate ship, stay to the left and steer toward the palm tree. Hop off the deck on the left side of the tree and turn even farther to the left when you land to get back on course.

4 A Misdirected Zipper

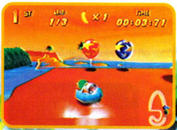


The final water zipper points you a bit too far to the right. Once you've boosted through the zipper, steer back to the left.

Pirate Lagoon

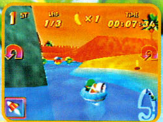
If you've collected the booty of 13 Gold Balloons, you can seek your fortune in Pirate Lagoon. The many sharp turns on this course will test your skill with a hovercraft like never before, and the long stretches of open water can make even the craftiest driver vulnerable to a speedster. You'll need a nearly perfect race.

1 Zig Zag Zip

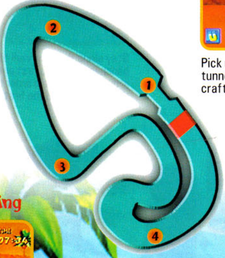


Grab a Blue Balloon from the first island, then veer to the left and shoot through the water zipper. After the zipper, use the boost to take the lead.

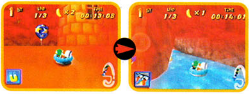
2 Sharp Shooting



A sharp turn at the end of the first straightaway sets you up for a straight shot through the second water zipper.

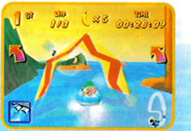


3 A Blast in the Tunnel



Pick up the Blue Balloon on the right side of the tunnel entrance and use it to boost your hovercraft down the tunnel.

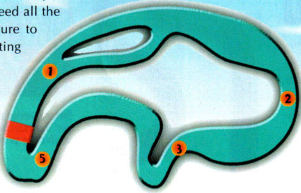
4 Ramp It Up



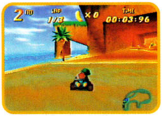
If you pass through this zipper aimed at the ramp ahead, you'll fly over the rocky outcrop and shave precious seconds from your lap time.

Crescent Island

Racing in paradise isn't as easy as it might seem. You'll drive through an old pirate wreck and collect a ton of missiles. Everyone is a fair target, even you. You'll need all the speed you can muster, and be sure to boost your top speed by collecting the maximum ten bananas.



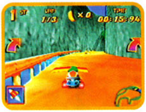
1 Left is Right



The straight shot and zipper on the left branch make that path safest for beginners, but the right track is shorter.

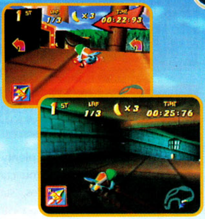
2 The Rail Road

Don't miss this zip along the wooden rail before you reach the pirate ship. As you go up the gangplank, grab the bananas and Red Balloons.

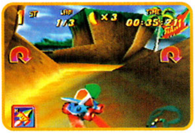


3 Power Pirates

Power slide to the left from the gangplank onto the ship's deck, then power slide to the right as you head down into the hold. When your car is pointed fully into the curve, release the power slide and you'll be going straight.



4 The Hole in the Wall

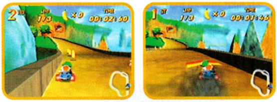


On the final turn, look to the right. You'll see a narrow gap in the rock wall where you can just duck through with a skillful power slide. You can even brake here and save time.

Treasure Caves

The second road race in the islands takes place through the notorious Treasure Caves where pirate wrecks litter the reefs. Since you'll probably start out back in the pack, missiles will become an important way to clear the track ahead of you. If you stick with it, though, you can recover a lot of ground on this course.

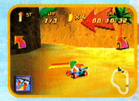
1 Cross to the Zipper

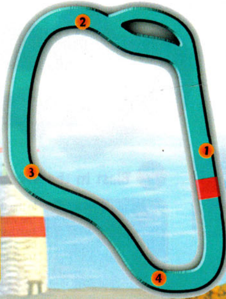


This is a tough course to get started on since the pole position puts you on the opposite side of the track from the first zipper. Let it go on the first lap unless you are on the right side.

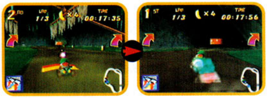
2 Power to the Zipper

Start a Power Slide to the left before you hit this zipper so that you boost up toward the cave mouth.



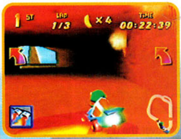


3 Cross Track



Aim toward the tunnel entrance ahead as you cross the zipper in the cavern area. Your course should take you across the track to the right and along the back tunnel wall to the last zipper.

4 Zip Along the Wall

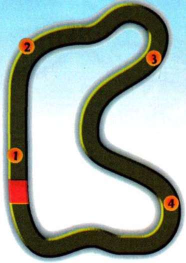


Power slide to the left across this last zipper to avoid hitting the wall beyond it. If you hit it straight, you'll scrape the wall on the right.

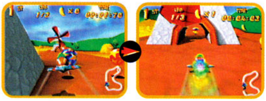
Dragon Forest

Windmill Plains

Air races like this give pilots plenty of opportunities for finding shortcuts. You can cut across curves and fly over obstacles, staying to the straightest course possible. You can also make use of ground zippers by touching down briefly and getting the boost.

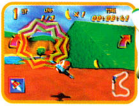


1 Windmill Thrill Seekers



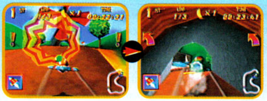
Chances are you'll be lined up at the starting line with a windmill dead ahead. Dive beneath the windmill and touch the zipper to get the boost. You'll also pick up a Rainbow Balloon.

2 Slice Off the Corner



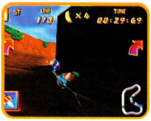
After passing through the air zipper, cut straight across the little valley to the tunnel and bypass the road route.

3 Windmill of Terror



Passing under the second windmill is fraught with danger. You must be lined up with the windmill's door when you hit the air zipper or you'll crash into the wall.

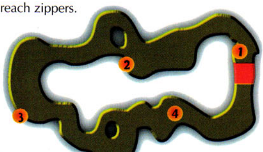
4 Cruise to the Canyon



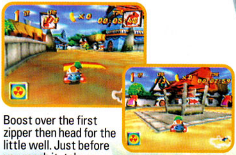
Cut across the lake area, heading straight to the zipper. The zipper spits you out in the canyon where you can get a boost or missiles.

Greenwood Village

The village turns out to be one of the most challenging courses in DKR. Your greatest advantage comes from the wishing well in the town square, which conceals a shortcut to the woods. The right-angle turns at the end require power slides aplenty and hard-to-reach zippers.

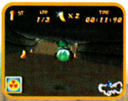


1 Drop Down the Well



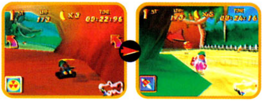
Boost over the first zipper then head for the little well. Just before you reach it, take your finger off the gas for just a moment. At the bottom is a shortcut.

2 Blast in the Woods



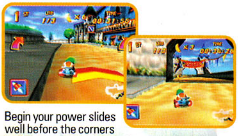
In the tunnel beneath the well, you'll pick up two bananas and boost back onto the track using a zipper.

3 Shortcut, I Don't Think So



The tunnel track off to the left of the main route is no shortcut. When you hit the zipper in the tunnel, head straight toward the Red Balloon and give the shortcut a miss.

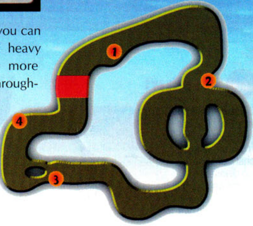
4 Power Through the Village



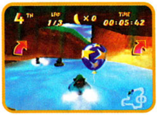
Begin your power slides well before the corners in the village. The right angles are unforgiving unless you are out ahead of them. If you master this, you'll hit all the zippers.

Boulder Canyon

Hovercraft courses are never easy, but you can give yourself a break by choosing a heavy driver. Lightweight drivers are far more challenging. Look for Blue Balloons throughout the course. The boost in speed you get should be enough to take you to the checkered flag.

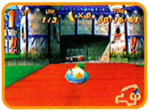


1 Blue Boosts are Best



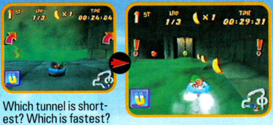
Pick up all the Blue Balloons on the first stretch of the river course and use them immediately to take the lead.

2 The Drawbridge



If you're in front, you don't have to worry about the drawbridge opening. But if another racer hits the bell, watch out for the moat.

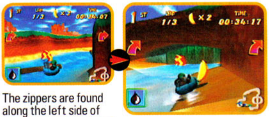
3 Two Tunnel Trivia



Which tunnel is shortest? Which is fastest?

The tunnel that begins on the right side is longer but proves to be the fastest route since it dumps you out near a zipper and a Blue Balloon.

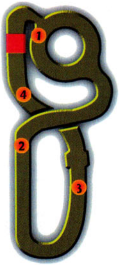
4 Zippers on the Left



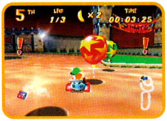
The zippers are found along the left side of the river along this final stretch, but the bananas are set on the right shore. Concentrate on the zippers.

Haunted Woods

The Haunted Woods may sound scary, but it won't frighten a racing pro who has made it this far. Since there are so many dropper balloons available on the track, it pays to keep a sharp lookout for oil slicks, mines and bubbles, particularly in front of zippers and around corners. If you see a ghostly image of the Wizpig, don't worry.

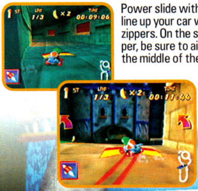


1 Round and Round



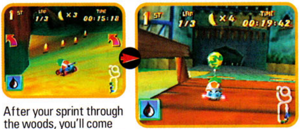
The track goes around the central fountain to the right and left. If you continue your power slide around the first corner, you can take the left route to take the lead.

2 Two Tough Zips



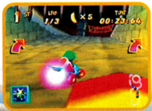
Power slide with care as you line up your car with these zippers. On the second zipper, be sure to aim toward the middle of the arch.

3 The Blind Zipper



After your sprint through the woods, you'll come back to the castle. On the left side of the bridge, aim toward the Green Balloon on the left to hit the zipper just beyond it.

4 Final Flight



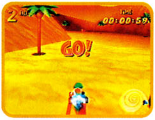
The final incline back up to the starting line can slow down any car. If you hit the zipper along the right wall, though, you'll literally fly up to the line.

The Boss Challenge

Tricky

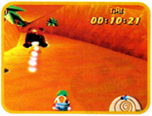
Tricky the triceratops challenges you to a race up a mountain after you've aced the four races in Dino Domain. Stay out from under his feet, because he'll think nothing of flattening your car. The best strategy is to wait until the steep upper slope to make your move, because that's where Tricky gets tired and slows down.

1 Slow Start



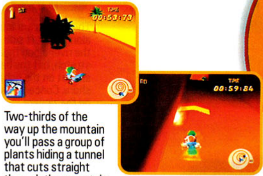
If you get a jump start off the line and move out in front of Tricky, chances are the big dinosaur will tromp on you. It's better to stay close behind him at first.

2 Blast His Thick Skin

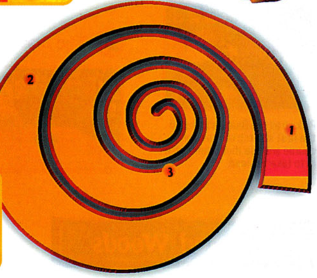


Pick up the missiles along the track and fire them at Tricky to slow him down. When you shoot, steer clear of him or he might stomp you.

3 Tunnel Through the Mountain



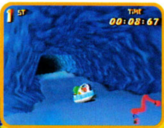
Two-thirds of the way up the mountain you'll pass a group of plants hiding a tunnel that cuts straight through the mountain. The shortcut can give you the lead.



Bluey

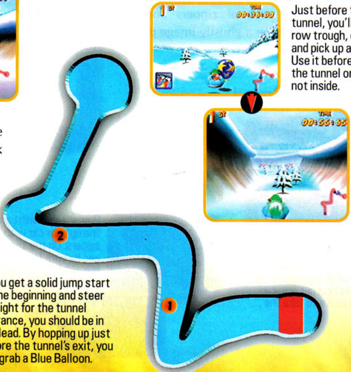
Bluey challenges you to a race down Snowflake Mountain after you win the four races in that world. Since you race in a hovercraft, you may prefer to change to a mediumweight or heavyweight driver. The strategy here is simple: take the lead and never look back.

1 Leaving the First Tunnel



If you get a solid jump start at the beginning and steer straight for the tunnel entrance, you should be in the lead. By hopping up just before the tunnel's exit, you can grab a Blue Balloon.

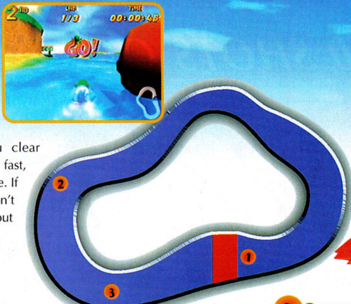
2 A Boost in the Trough



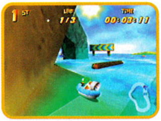
Just before the second tunnel, you'll enter a narrow trough, or half pipe, and pick up a Blue Balloon. Use it before you enter the tunnel or after, but not inside.

Bubbler

The most difficult of the four boss characters has to be Bubbler, the octopus, who challenges you to a watery hovercraft race after you clear Sherbet Island. Not only is Bubbler fast, but he drops mines all over the place. If you get in front of him, you won't have to worry about the mines, but taking the lead won't be easy.

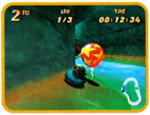


1 Skim the Shoreline



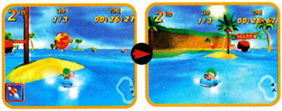
In this first area, Bubbler's mines seem to be everywhere. You can bypass them by slipping onto the shore.

2 A Shot in the Dark



The tunnel contains a missile. If you hit Bubbler with it, he'll slow down dramatically and give you a chance to pick up some ground...or some water.

3 Boosts and Missiles

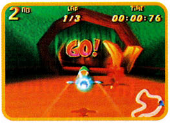


The islands on the back stretch contain Red Balloons and a Blue Balloon. If you grab the two Reds, you'll have a Homing Missile. If you've managed to stay close, one Homing shot can put you in a position to take the lead.

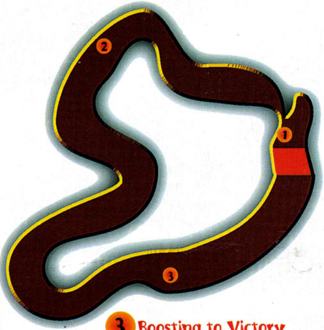
Smokey

The namesake of the Dragon Forest is Smokey, a fire-breathing dragon who challenges you to an aerial race through tunnels and valleys. Smokey's puffs of dragon breath can knock you out of the air, so avoid them at all costs.

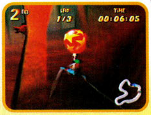
1 The Start



Even the quickest start won't beat Smokey off the line. Stay behind him at first and dodge his smoke.

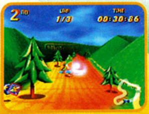


2 Dangerous Missiles



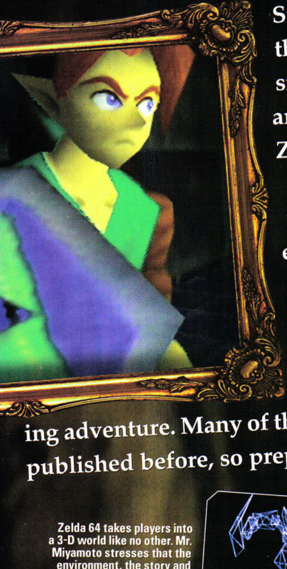
There are plenty of item balloons to be found in the tunnels, but they're tucked behind stone pillars. It's best to avoid them and collect boosts later on.

3 Boosting to Victory

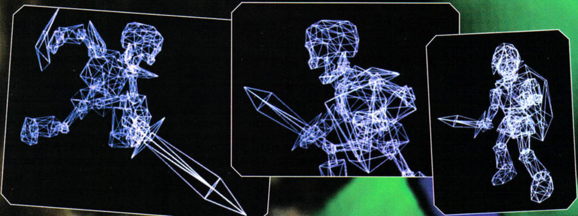


Grab the Blue Balloon under the windmill and the ones in the valleys, then blow past Smokey. You can also gain ground by cutting corners. Smokey usually stays in the middle of the course, which isn't the shortest route.

THE 1ST 100 SHOTS OF Zelda 64



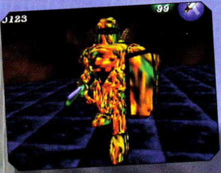
Since the introduction of the N64 over a year ago, no single game has been so widely anticipated by so many gamers as Zelda 64. Shigeru Miyamoto has been cautious so far, not wanting to say too much, or to show too much. But when you put everything together that we've seen and heard, the total amount of Zelda info is impressive. In the following pages you'll see everything that we've seen and learn all that we know of the upcoming adventure. Many of these 100 screen shots have never been published before, so prepare yourself to be dazzled.



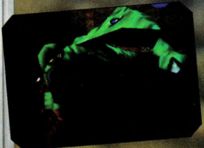
Zelda 64 takes players into a 3-D world like no other. Mr. Miyamoto stresses that the environment, the story and the action are designed to evoke emotional responses from players. The characters, created from 3-D wireframes like these, have far more moves and flexibility than previous Zelda characters.

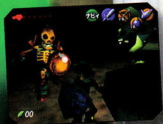
Link Comes of Age

The outline of the story for Zelda 64 comes straight from EAD, the chief game development department at Nintendo Company Ltd. in Kyoto, Japan. Although EAD considers everything "tentative" until the final version of a game is completed, much of what you read here will be a part of Mr. Miyamoto's greatest epic. Long ago, before Gannon stole the Triforce and kidnapped Zelda, Link set out to his coming-of-age ceremony in the Maze Woods. It was the custom of his tribe, the Kokiri family, that a young man would receive a guardian spirit or fairy who would stay beside him and guide him throughout his life. But as Link walked through the woods, he discovered that a monster had captured one such fairy. Gallantly, Link came to the rescue and defeated the monster, but the fairy was mortally wounded. In her dying breath, she warned Link not to allow Gannondorf to possess the Triforce and to seek out a wise man and his spiritual stone. At the same time, Gannondorf, the king of the thieves, was searching for the legendary Triforce so that he could steal its power. In time, Gannondorf stumbled into the Maze Woods and neared the secret place where the Triforce was kept. Link went to Hyrule Castle for help. Princess Zelda knew of the Triforce's hiding place, but to reach it they would have to find three magical stones to unlock the secret. Thus begins the adventure.



According to Mr. Miyamoto, only about 30% of the enemies in Zelda 64 will have appeared in previous games. Some enemies may have new incarnations, like the Dodongo Jr. shown below. The enemies who will return are the most interesting ones from past games.



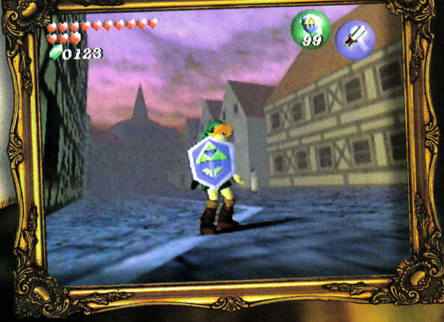


Hyrulean Heavies

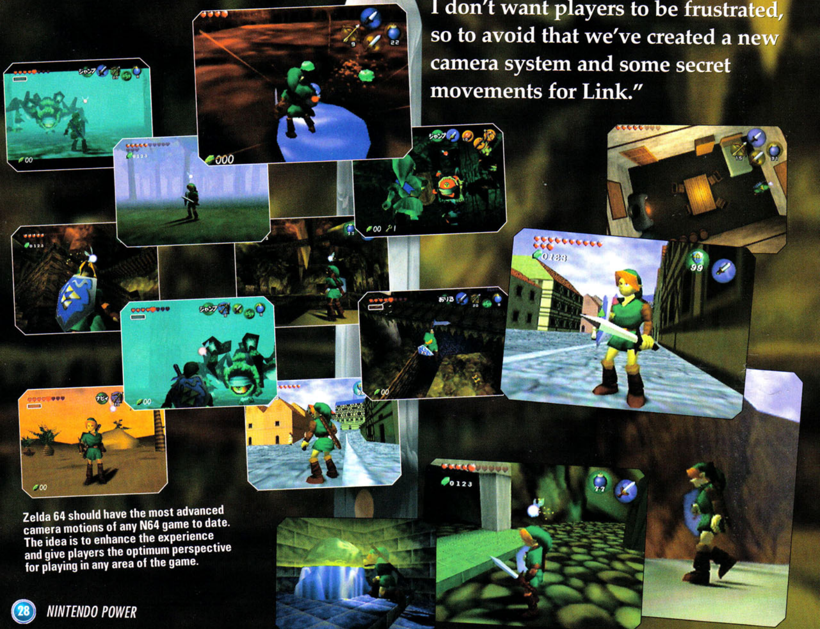
Some of the enemies in and around Hyrule will seem familiar to Zelda fans of the previous games. The ghostly Wall Masters were first encountered in The Legend of Zelda along with the skeletal Stalfos and Leevers. One of the strategic elements of all Zelda games has been that you have to use certain attacks to defeat particular enemies. For instance, the most efficient way to dispatch a Dodongo is to throw a bomb in its mouth. That will be true in Zelda 64, as well, but some of the attacks may vary and there will be plenty of new enemies. The Lizalfos, Gohma and Dodongo Jr. are just some of the new, 3-D monsters you'll meet. Enemies play many roles in Zelda 64, including the role of level guardian. Iron Knuckle was just such a terror in Zelda II for the NES, and he's back again. But even when enemies seem familiar, battling them in a 3-D world will present all-new challenges.

Places to See

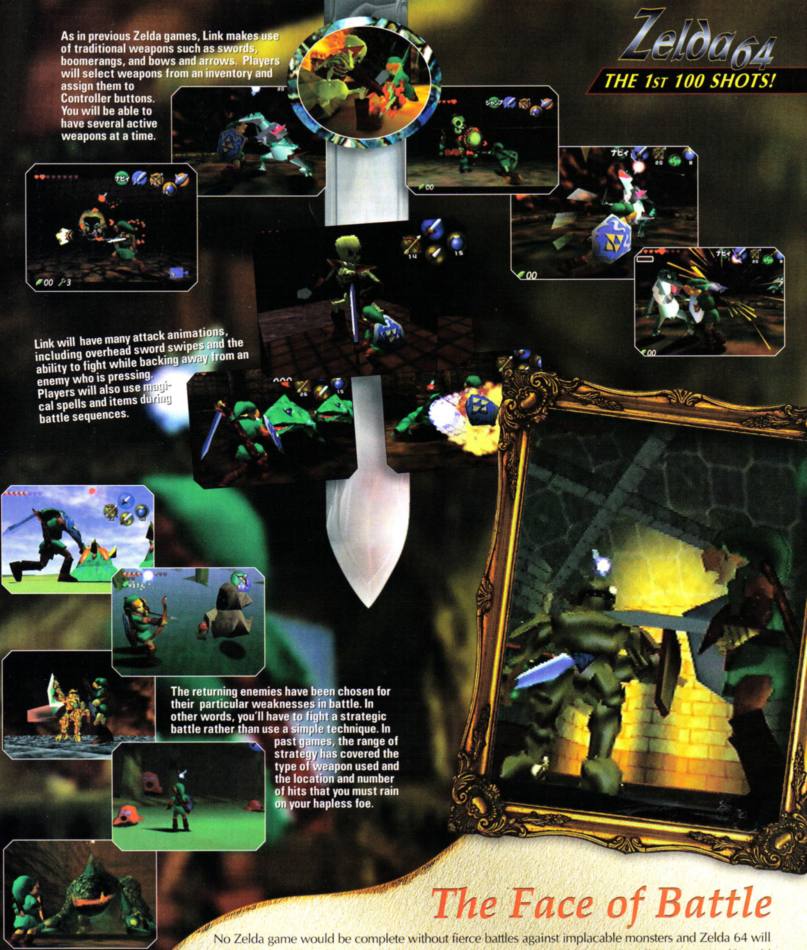
Zelda games have always offered a wide variety of settings in which the action takes place, from forests to dungeons, and from castles to tropical shores. Zelda 64 should have the widest variety of all. We know that the settings include at least one substantial town, a forest maze, a desert, a swamp, a canyon, a farm, building interiors and dungeons. Many of the settings will include special lighting and fog effects to make them seem more realistic and to set a mood over the scene. Dramatic camera angles will also be used in some areas to create an almost cinematic effect. Setting the mood is one of Mr. Miyamoto's top priorities for the game. He wants it to be less stressful and more emotional, a game that plays like a story or movie unfolding. But with mysteries and monsters aplenty, we doubt that the concept of a stress-free Zelda will be realized. Don't throw away your stress balls just yet.



Miyamoto: "Since Zelda 64 takes place in a 3-D environment, it's not easy to compare it to previous Zelda games. I don't want players to be frustrated, so to avoid that we've created a new camera system and some secret movements for Link."



Zelda 64 should have the most advanced camera motions of any N64 game to date. The idea is to enhance the experience and give players the optimum perspective for playing in any area of the game.



As in previous Zelda games, Link makes use of traditional weapons such as swords, boomerangs, and bows and arrows. Players will select weapons from an inventory and assign them to Controller buttons. You will be able to have several active weapons at a time.

Link will have many attack animations, including overhead sword swipes and the ability to fight while backing away from an enemy who is pressing. Players will also use magical spells and items during battle sequences.

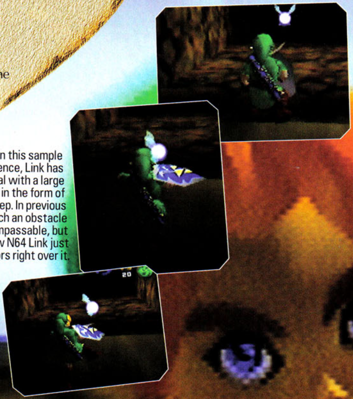
The returning enemies have been chosen for their particular weaknesses in battle. In other words, you'll have to fight a strategic battle rather than use a simple technique. In past games, the range of strategy has covered the type of weapon used and the location and number of hits that you must rain on your hapless foe.

The Face of Battle

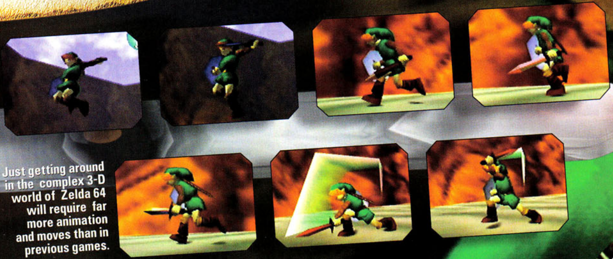
No Zelda game would be complete without fierce battles against implacable monsters and Zelda 64 will maintain this heroic tradition. From the earliest screen shots we learned that Link will have many of his old weapons at hand. Swords, bows and arrows, bombs, shields and special items will be activated using various Controller buttons and using combinations of weapons will also be possible. Link will have full mobility during the battles, as well, allowing players to dodge, retreat, jump and move with analog precision (or varying speeds) to put Link in the best tactical position for attack. We also know that Navie, Link's fairy helper, will warn you of impending attacks from enemies, and that she will take an active role in defending and healing her young ward.

Link in Motion

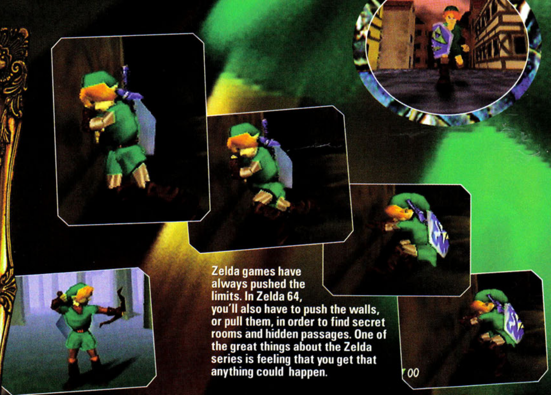
Getting around in the hostile world of Hyrule has never been easy. In the first games, Link had to hoof it on his own most of the time. Later, he learned to catch a ride with a chicken and float on rafts. But in Zelda 64, Link takes dramatic strides to improve his transportation situation, chiefly by being able to ride a horse. According to EAD, the horse's motion is so realistic that you feel as if you're in the saddle, sort of like playing a furry Wave Race. There's also a suggestion that the horse may not always be your trusted steed. Perhaps you have to capture it and train it before you can ride it. Equestrian speculation aside, we also know that Link will have a full range of moves including the ability to hang from a suspension bridge, leap down from cliffs, run, walk, tiptoe, turn, back up and jump. It's also likely that he will swim and perform other feats. While you're moving about, you'll also feel the motion since Zelda 64 will make use of the Rumble Pak.



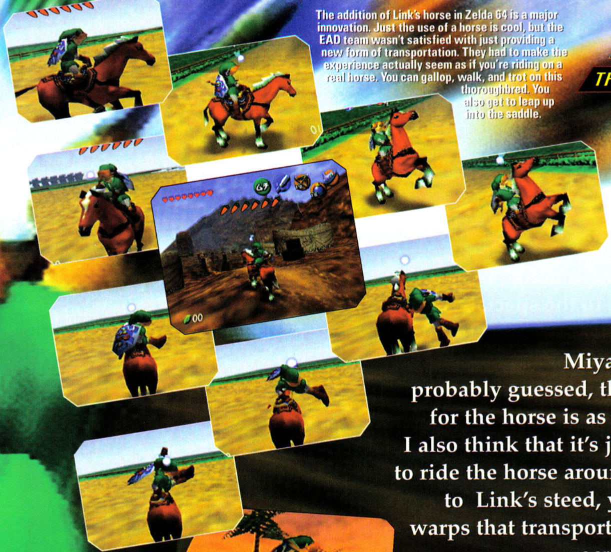
In this sample sequence, Link has to deal with a large obstacle in the form of a giant step. In previous games, such an obstacle would be impassable, but the new N64 Link just clambors right over it.



Just getting around in the complex 3-D world of Zelda 64 will require far more animation and moves than in previous games.

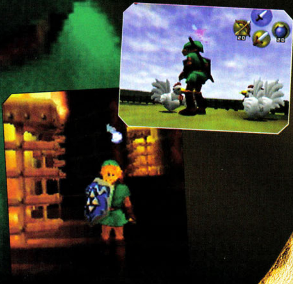


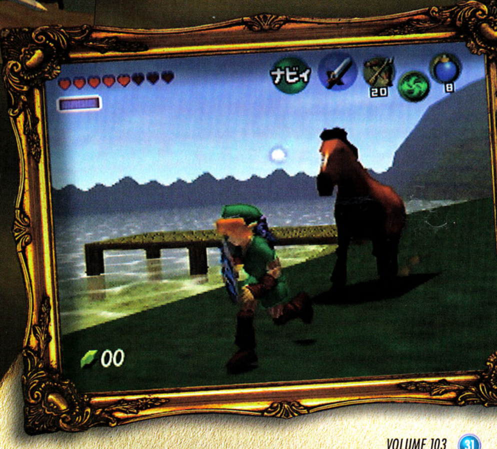
Zelda games have always pushed the limits. In Zelda 64, you'll also have to push the walls, or pull them, in order to find secret rooms and hidden passages. One of the great things about the Zelda series is feeling that you get that anything could happen.

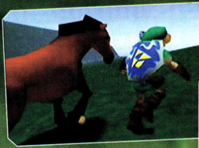


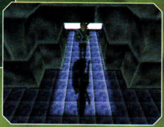
The addition of Link's horse in Zelda 64 is a major innovation. Just the use of a horse is cool, but the EAD team wasn't satisfied with just providing a new form of transportation. They had to make the experience actually seem as if you're riding on a real horse. You can gallop, walk, and trot on this thoroughbred. You also get to leap up into the saddle.

Miyamoto: "As you probably guessed, the main reason for the horse is as transportation. I also think that it's just a lot of fun to ride the horse around. In addition to Link's steed, you'll also find warps that transport Link instantly across the world."







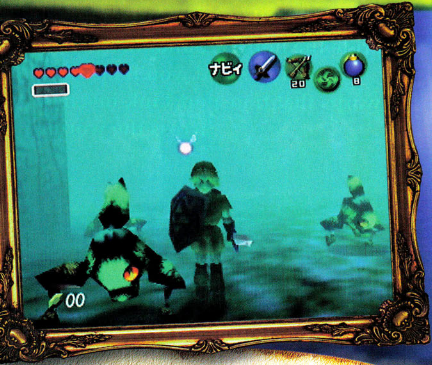


The use of separate light sources produces realistic effects like the shadows shown in the screens above. Transparency effects create realistic water. When you combine this with appropriate sound effects, the impression is magical.

Whether Link is walking, standing around, or fighting evil-doers, he will be animated. Lifelike animation is one of the main methods for creating a realistic environment.

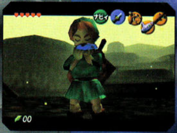
> Miyamoto: "In addition to the special camera system, we try to convey emotions using evocative music and sound effects."

Sometimes you don't want a scene fully lit. The use of shadows conveys the idea of drama and danger. Mr. Miyamoto admits to getting many ideas for settings from watching movies.



Behind the Screens

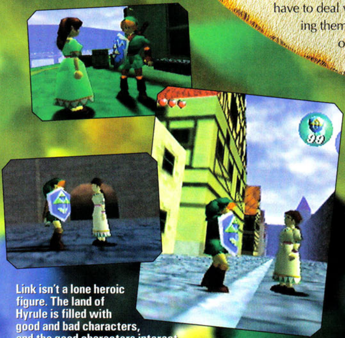
At a reported 256 megabits, Zelda 64 will be the largest game for the N64, doubling the largest current game on the market. Size alone may not mean much, except that Miyamoto's games are known for stuffing in quality, and every increase in size has also meant an increase in innovation and fun. Zelda 64 will also benefit from all the advances made over the past year in N64 game design. As a second or third generation game, Zelda 64 should exhibit some of the most stunning 3-D graphics ever seen. Our 100 shots demonstrate the level of detail if not the fluid animation, but we've also seen spectacular video sequences taken from the game that promise a dynamic and realistic gaming experience. Perhaps the most significant fact is that Mr. Miyamoto himself has been spending most of his time over the past six months on this title, and he never lets one of his projects out of the studio until it's a masterpiece.



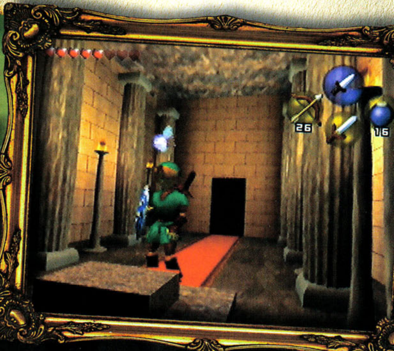
Link makes use of more item buttons than ever before. Here, as Kid Link, he plays the ocarina using the down C Button.

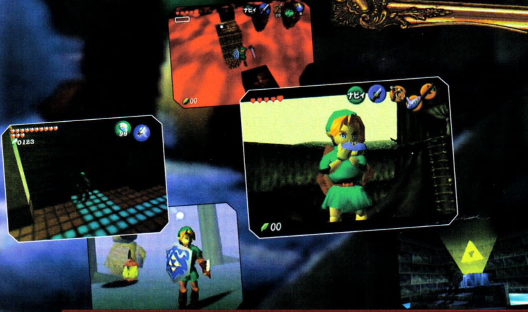
Mysteries of the Ages

Zelda 64 promises to have many mysteries that players will have to solve. Acquiring the three magical stones will be one task, but there will be many others, including side tasks that only indirectly relate to your main quest. One of the central themes of the game has to do with time. In fact, you will move backward and forward in time at different stages of the game. During the earlier times, Link will appear as a boy of about ten years of age while in the later stages he is a heroic youth in his teens. Kid Link, as the EAD team calls him, will have special abilities and will be able to use certain items that Teen Link won't be able to use. Other mysteries will include learning how to fight particular enemies, how to navigate through mazes and how to avoid traps. He'll have to deal with his fellow Hyruleans, as well, listening carefully to their stories and helping them out of predicaments. Many Zelda fans feel that the mysteries are the best part of the games. Mr. Miyamoto believes that players will be surprised and delighted by the number and variety of puzzles in Zelda 64.



Link isn't a lone heroic figure. The land of Hyrule is filled with good and bad characters, and the good characters interact with Link, sharing information and asking for help.





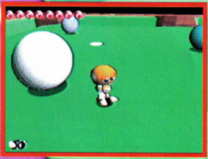
Link is not the only character who will undergo change in this game. Gannondorf the thief will become Gannon the evil mastermind by the end of the game.

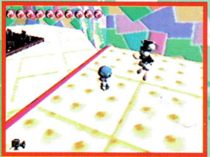
• THE WAIT CONTINUES •

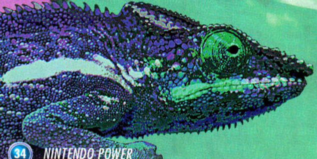
We won't be coy with you about the release date of this game. Although Zelda 64 is tentatively scheduled for release this spring in North America, everything depends on Mr. Miyamoto's assessment of the quality of the game. If he wants to spend an extra month or two fine-tuning Zelda 64, he'll get it. We may be disappointed by delays like this in the short term, but in the long run it means a better Zelda, and that is something that's worth the wait.

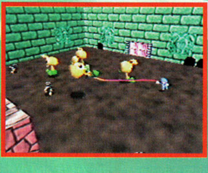
Chameleon™ TWIST

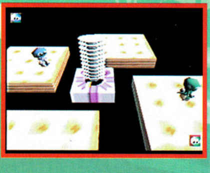
JUST WHEN YOU THOUGHT THAT ALL VIDEO GAME CHARACTERS WERE STARTING TO ACT THE SAME, SUNSOFT INTRODUCES A BLUE CRITTER THAT LAPS UP BEWILDERING BADDIES IN TONGUE-TWISTING STAGES. BUT THIS ISN'T A GAME ABOUT REPEATING FUNNY PHRASES—IT'S AN ADVENTURE THROUGH A TWISTED WORLD, WHERE THE ULTIMATE WEAPON IS A LONG, STICKY TONGUE.



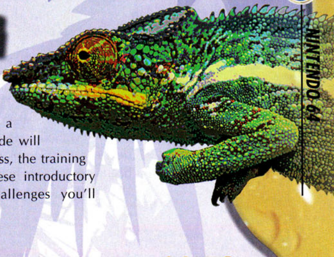


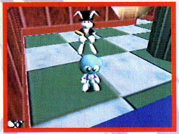






BASIC TRAINING

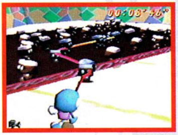




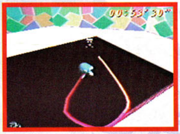
Your parents probably never approved of you sticking out your tongue and spitting, but it's a way of life in this twisted world. Training mode will teach you the skills for survival. As you progress, the training challenges will increase in difficulty, but these introductory puzzles are nothing compared to the challenges you'll encounter in later stages in your adventure.

TONGUE LASHING

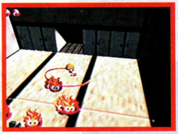
Talk about lashing out at your enemies! By holding down the B Button, this chameleon can flick out his tongue and lap up foes. The longer you hold it, the farther the tongue goes until it reaches its limit. Licking isn't just for pesky critters, either. Try snagging hearts or crowns with your tongue.



Your tongue doesn't have to move in a straight line, so wiggle the Control Stick to nab lots of enemies.



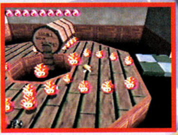
This tongue can turn corners, too, to catch some tasty morsel behind you or around a tricky corner.



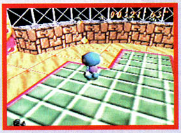
When meanies are swarming, try a defensive tongue move by looping it in an arc around yourself.

SPIT THAT OUT!

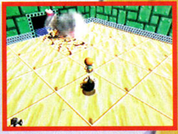
You can snarf up baddies by pressing B and store them in your mouth until you press the B Button again. When you have a mouthful, you'll emit yellow dots that let you line up a foe as a target, and then, when you press B, you'll spit it back out again.



If you munch up many guys at once, you'll spit machine-gun style. Use the Z Button to shoot one at a time.



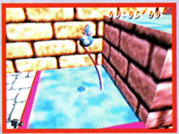
To aim without moving around, hold the R Button and point with your Control Stick. Aim and...spit!

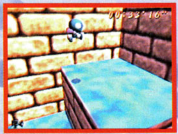


Spit shots can also activate parts of the puzzle, such as crowns hidden in blocks or exploding tiles.

POLE VAULT

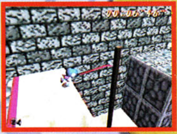
This tongue isn't just for tasting–it's also useful as a vaulting pole! Hit Z to see your tongue extend, leaving you high in the air. For short walls, you can just lift yourself up and hit the A Button to jump off. For taller walls, however, the long vault is needed. Walk towards the wall and hold Z until you bend backward on the tongue. If you jump off at precisely the right time, you'll sail into the air!

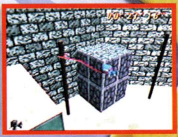




TONGUE TWISTER

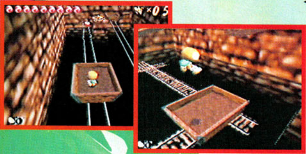
You can also attach your tongue to poles and swing across open gaps. First try grabbing a pole and holding down the B Button—you'll see how you can pull yourself towards it. If, however, you hold down the A Button as well, you won't pull your tongue back in. Instead, you can rotate yourself around, almost like swinging horizontally on a tether bar. This takes some practice, but that's what the Training mode is for!





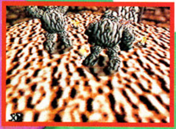
JUNGLE LAND

The first territory is this leafy place, full of spiders and steep ledges. Try to collect all the crowns from each level without losing any hearts, but watch out: some of the crowns are hidden. There are lots of enemies, but, luckily, there are lots of chances for extra hearts. Look carefully around each room. Use your pole-swinging skills here, and don't be frightened by spiders. Just lick those bad boys like old stamps!



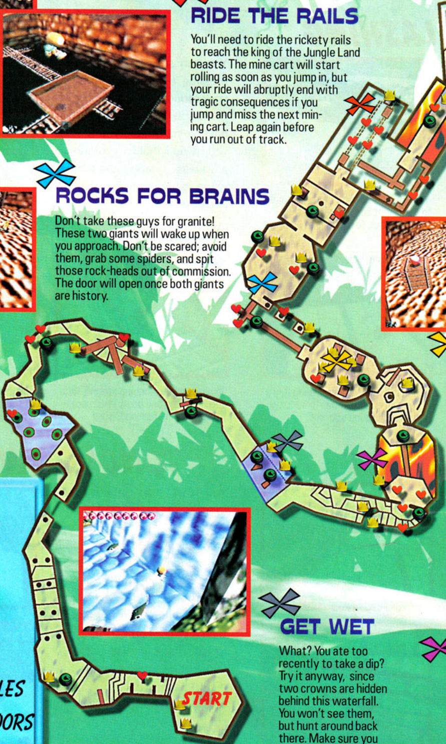
RIDE THE RAILS

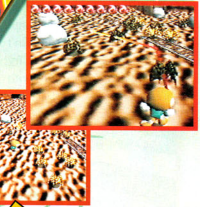
You'll need to ride the rickety rails to reach the king of the Jungle Land beasts. The mine cart will start rolling as soon as you jump in, but your ride will abruptly end with tragic consequences if you jump and miss the next mining cart. Leap again before you run out of track.



ROCKS FOR BRAINS

Don't take these guys for granite! These two giants will wake up when you approach. Don't be scared; avoid them, grab some spiders, and spit those rock-heads out of commission. The door will open once both giants are history.



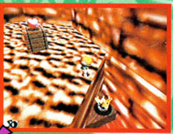


CRACKED EGGS

An army of advancing arachnids is determined to protect the four massive eggs in this chamber. Your only chance for survival is to lick up a mouthful of spiders and spit them back into the crowd. Break open the eggs and collect the four crowns in the room.

GET WET

What? You ate too recently to take a dip? Try it anyway, since two crowns are hidden behind this waterfall. You won't see them, but hunt around back there. Make sure you lick the fish up first.



LEAP OF FAITH

On the first interior screen, there is a hidden crown. Go to the edge across from the crate and look around. You should see the crown's tip twinkling, so fall on that hidden shelf and nab it.

KEY

👑 CROWNS

♥ HEARTS

◉ ENEMIES

● SWING POLES

▭ SECRET DOORS

ANT LAND

FIND 25 CROWNS

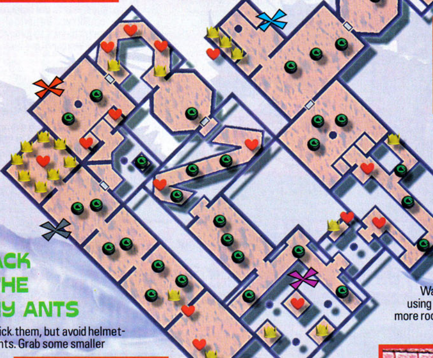
Ant Land is no picnic. It's a complicated, military-industrial complex teeming with goose-stepping army ants. In addition to licking up insects and mowing down the marching masses, you'll need to master your pole swinging technique to cross deep crevasses and reach the Queen Ant waiting at the end of the level. If you can't lick an advancing enemy with your tongue, try spewing a weaker foe back in their face!

DADDY LONGLEGS

The giant yellow high-steppers here can't be stopped unless you trip them. Grab on to the pole, press your A Button and swing around to trip them. Next, grab an ant and shoot it at the yellow fellow. Clear them all to open the door.

CROWN JUMP

The crown is too high to swing to, but you can jump up and grab for the pole once you're in midair. Swing yourself around to land on the high platform, and reap your booty.



ANTS GO MARCHING

The room will spin, and, when it stops, ants will march across. You need to get them all to open the door, so hold out your tongue toward their line to gobbl 'em up.

ON THE MARCH

The ants go marching two by two, hurrah hurrah. More than two, and there's nowhere to fit in this lock step, so grab some ants to clear a space for yourself. Walk in that space, using your ants to spit more room around you.

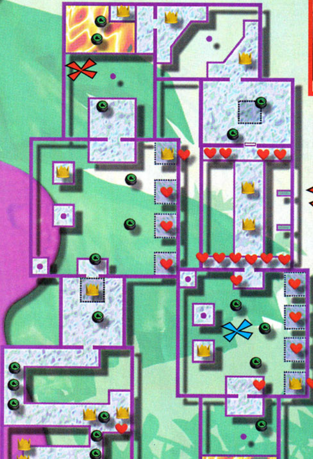
ATTACK OF THE ARMY ANTS

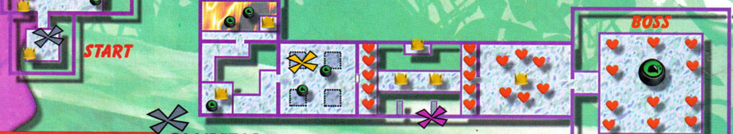
You can't lick them, but avoid helmeted army ants. Grab some smaller ones, and try spitting those. They're outta the army, now.

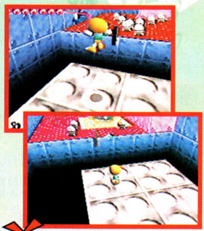
BOMB LAND

Bomb Land is a highly volatile, cast iron lair where missiles hum past your ears, and wandering bombs tick down to oblivion. Stacks of blocks obstruct the route to the mechanized caterpillar tromping through the room at the end of the maze, so you'll need to spit explosives to blast a path to the exit. But while the walls might be made of solid steel, the brittle floor breaks away with every blast. You'll need to carefully plan your path through Bomb Land or you ll end up at a dead end.

FIND 21 CROWNS

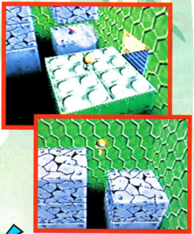






STEPPING STONES

Across the chasm is a pool of lava, swarming with bomb-guys. What to do? Grab the floating missile with your tongue, and you'll find that every bomb-guy you blow up will make a stepping stone in the lava. Clear a path to the exit, then swing across!



ROCK BLUES

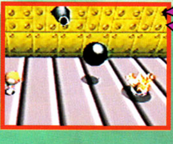
Those stacks of stone are actually breakable blocks. You can blow each one up with a floating missile, and sometimes hearts are hidden in the stone for a bonus. Be careful, since you need enough blocks to jump to the exit. Also, consider using up a heart to gain a crown here.

TIC-TAC-BLOW!

The floor is a game board! Lure a drone-robot onto a tile, then spit a missile. Certain tiles will turn into an X or O, and others will crack. Get all tic-tac-blocks to open the door.

OLYMPIC MOMENT

In this room, there's a crown hidden high above the entrance. It's even above the ceiling pipe, and only Olympic-style pole vaulting will help. Run up, dig in your pole, and go for the gold.

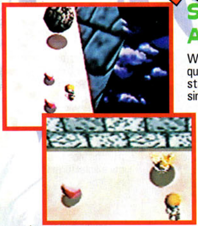


CANNONBALL RUN

There's a bridge to cross, but be careful, since the planks fall away after you step on them. Falling cannonballs knock planks away, too. Our advice: go for it. Run fast, grab the crown, and jump over the cannonballs.

DESERT CASTLE

A desolate citadel, the Desert Castle is slowly drowning in a vast ocean of shifting sand. Its dark halls are patrolled by hungry vultures and massive sand worms. Your pole vaulting skill is the only thing that can save you from shriveling up into a dehydrated morsel. In order to find all 24 crowns in this challenging maze, you ll need to climb your way up to the tiny platforms high above the stronghold s ramparts.

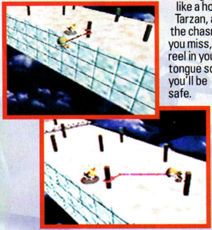


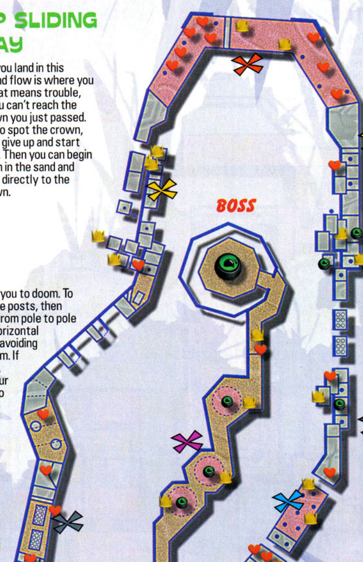
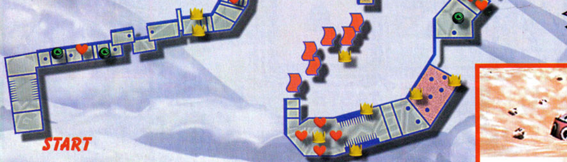
SLIP SLIDING AWAY

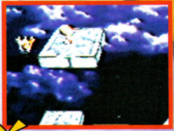
Where you land in this quicksand flow is where you stay. That means trouble, since you can't reach the crown you just passed. Try to spot the crown, then give up and start over. Then you can begin again in the sand and slide directly to the crown.

DUNE RIVER

This is another sand waterfall that will drag you to doom. To cross, lash out with your tongue and grab the posts, then swing from pole to pole like a horizontal Tarzan, avoiding the chasm. If you miss, reel in your tongue so you'll be safe.

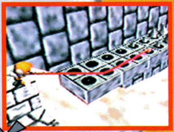




GOING UP?

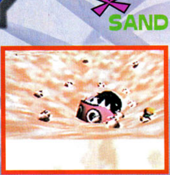
You'll take a platform up a few levels, but the crown is hidden still higher in that blue, blue sky. Wait for another moving platform to arrive and use it to float up until you see that tiara. Jump on to claim your prize.



BLADE RUNNER

You can't walk on the platforms filled with spikes, but your tongue can knock down the pointed obstacles. The spikes will stay down only for a short period of time, so clear your path as you walk across the platforms.

SAND TRAPS

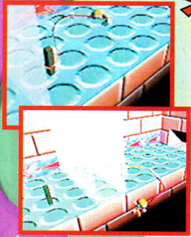


The sand here sinks toward a hungry beast, maybe an ant-lion, maybe a toothy worm. The trick is to hop out of his trap, avoiding sand fleas. Be sure to grab the crown near the third beast's mouth.

KIDS' LAND

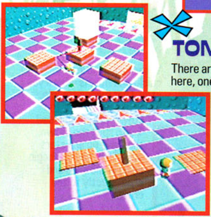
Finally, here are the kinds of enemies who are really worth munching: chocolate kids, floating cookies, angry sugar wafers and unwrapped chocolate bars. A lizard could eat himself sick in this Willie Wonka dream land. Things are tricky here despite all the sweet-tooth fun, so you had better watch his step jumping from one cookie to the next. There's no caramel cushion to catch you.

FIND 23 CROWNS



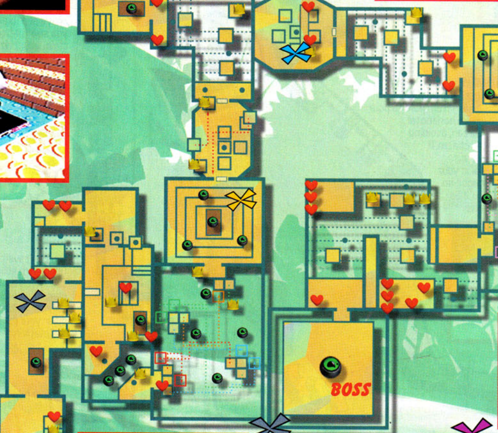
TONGUE LOOP

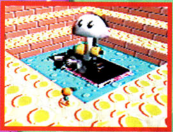
The clear barrier isn't impassible. With your tongue curved like a U, grab on to the pole that's on the same side of the barrier you're on. Swing yourself clockwise around the barrier to land on the other side.



TONGUE-TIED

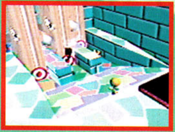
There are three platforms here, one with a clear block. From an open platform, swing onto the block, which will move to another platform. Keep swinging onto the block until all platforms are done.





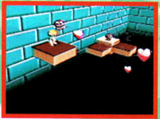
POGO PESTS

These pogo-stick giants can't be licked, but if you shoot them with chocolate kids, they'll go down. To save time here, slurp up a tongue-load of kids but use the Z Button to spit them out one at a time instead of machine gunning.



TASTY TREASURES

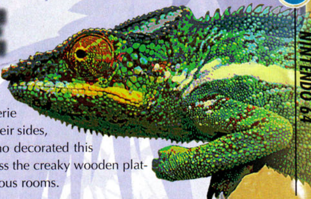
Using chocolate kids for ammo, blast those angry wafers on their bull's-eyes. The wafers will move back temporarily, so grab hidden treasure quick. You can also blast wafers that block your path.



COOKIE EXPRESS

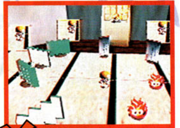
When you step on a cookie platform, it will float out into the room, ending at another platform. The route is sometimes unexpected, like a floating maze, but be patient, eat cookie monsters in your way, and you will reach the exit.

GHOST CASTLE



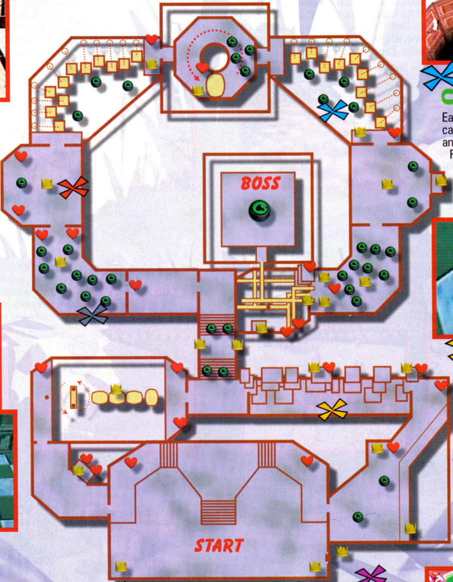
FIND 23 CROWNS

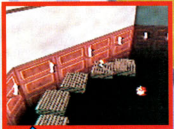
This is the last level, and the creepiest, since you'll find yourself in the oddest haunted house of all. Here, eerie furniture and dishes come alive, rooms are turned on their sides, and giant shoes walk up and down the stairs. And who decorated this place, Beetlejuice? It takes a steady hand to walk across the creaky wooden platforms here, and do learn the tricks to the more dangerous rooms.



GHOST BUSTING

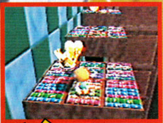
It must be the maid's day off. When you walk in and grab the crown, you'll suddenly find furniture and china spinning around you! The only way to stop the insanity is to grab a fireball and throw it at the mirrors. Once you shatter the mirrors, the spinning objects will disappear.





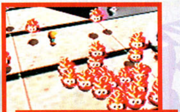
CANDLERAMA

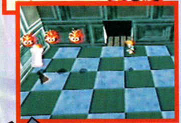
Eat up a fireball and spit it at a candle. The candle will light, and a platform will appear. Repeat using the Z Button, because the platforms will soon fade, and you need to reserve ammo.



SHELF CONSCIOUS

When you enter, the library will turn on its side! Practice precision pole-vaulting here: you'll need long vaults from the very edge of each shelf to get to the next, and at the other side is a high crown. Vault straight up by bending your pole back just enough then timing the release.



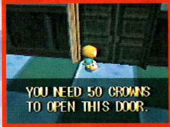


SPITFIRE

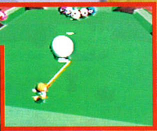
These urns and candles shoot fireballs when you get close, so shoot back. Run up close, grab a fireball, then run back so they stop shooting. Jump and spit to hit these floating enemies, and be sure to clear them all.

GHOUL POOL

You need fifty crowns to enter, but inside is a giant pool hall. Shoot using your tongue, and get one heart per ball sunk, a crown for the whole rack. Be careful, though, that no balls roll over you!



YOU NEED 50 CROWNS TO OPEN THIS DOOR.

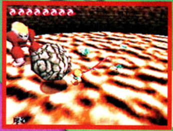


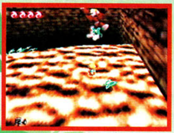
BEAT THE BOSSES

After you've found your way through the pitfalls of each level, you must still confront that level's Boss. No Boss is nice, and none can be hurt by tongue-grabs or spitting, but each has a weak spot that you must use to your advantage. After you've cleared all levels, you'll reach a room where you fight the Bosses again, so keep their weaknesses in mind.

JUNGLE LAND

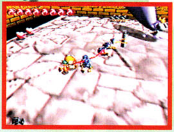
This fellow throws boulders, so beware, but he is weak when he doesn't have a boulder in his hand. You need to slurp up some butterflies then and machine gun them at the ape, angling to push him off the edge. Repeat until he takes a dive.

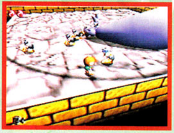




ANT LAND

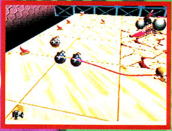
This nasty queen is weak only when you've tripped her. Grab the pole, swing around to trip her majesty, then, while she's wriggling on the ground, grab an ant and shoot her. Move quickly—she doesn't stay down for long, and she comes up swinging.

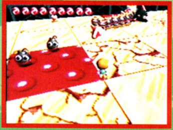




BOMB LAND

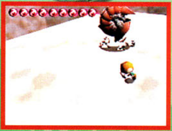
Here, a mechanical caterpillar lays bombs as eggs. The bombs will destroy tiles leaving only lava, so grab a bomb and shoot the bug from the side, knocking out a segment. Be careful when he coils then launches himself at you—anticipate and run quickly.

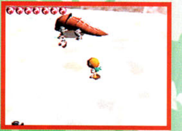




DESERT CASTLE

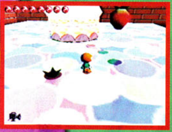
When this armadillo bounces, he shakes up sand fleas, but he stops on a fourth bounce. That's when you can hit him with a flea. Act fast because he won't linger. Also, he will reappear in the sand beneath you, so run after you've hit him.

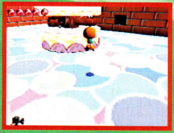




KIDS' LAND

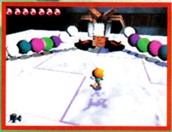
This giant cake launches strawberries—and you can't lick it's frosting! You can avoid the berries by watching their shadows, and when the cake's layers open up, jump and grab a chocolate man inside. Repeat until it gets its just desserts.

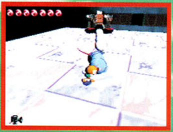




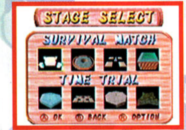
GHOST CASTLE

This looks like nothing but a pile of books with swinging arms, but watch out! Avoid the arms when they swing and poke out the segments with your tongue. Then, when the book-body spins and launches a stream of balls, grab some and machine-gun them back.



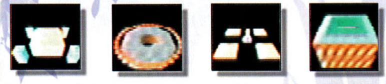


BATTLE MODE

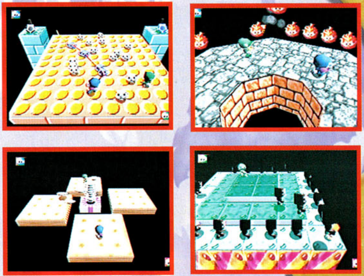


As with most games these days, Chameleon Twist gives you the option of multiplayer tongue-twisting in the Battle Mode. It's a twist from the main mode, and it gives the game long-lasting appeal. And, of course, it gives you a chance to take on unsuspecting friends. From two to four can play, with different characters, in either of the two Battle Modes.

SURVIVAL MATCH



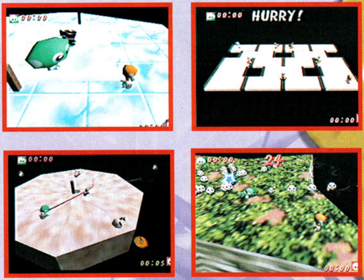
Here the point is just to last the longest while trying to push opponents off the edge. You can use the various skulls, kids and fireballs to spit the other lizards into the void or into an enemy, or simply poke at them with your trusty tongue. At first it will be fun to go all-out against your friends, attacking with every tongue trick you've mastered, but with a few players it can be over soon unless you play defensively. Protect yourself by looping your tongue around your body, catching thrown objects, staying clear of enemies, and watching your reptile feet. You will survive!



Each of the four matches is different, but it's easy to fall off in all. The two square screens are stable but competitively small with many opponents, and the donuts and floating wafers make watching your step crucial.

TIME TRIAL

In these matches, you'll have a clock ticking next to your name. You'll still try to stay on the platform and knock your opponents off, but even if you do fall off, you won't be done for. Instead, you get docked seconds until you climb back into the ring, and sometimes you will need to pole vault up to do it. Because some of the surfaces are so slippery, they're tough to stay on even without an opponent knocking away at you with skulls or fireballs, but try to remain King of the Hill by grabbing at poles. After the time runs out, the player with the least time spent off the platform wins.



The octagonal screens are slippery with ice and sand, so keep pulling yourself up with the poles. The other levels have either tricky holes or falling skulls that can knock you right off. If you fall, get back up quick!

MORTAL KOMBAT MYTHOLOGIES

SUB-ZERO™

Long before entering the Mortal Kombat tournaments, Sub-Zero had proven himself to be a warrior capable of feats that were worthy of the greatest myths. Midway unfolds the earliest chapter of the Mortal Kombatant's adventures as a young Lin Kuei assassin in MK Mythologies. This time around, fighting alone won't make Sub-Zero the hero. Magic items, experience points and hidden keys will ignite the MK action and myth. Submerge yourself in our Sub-Zero strategies and perhaps you too will become a legend.

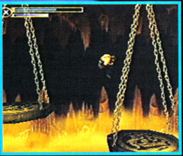
Mortal Kombat® Mythologies: Sub-Zero™ ©1997 Midway Mfg. Co. All rights reserved. MIDWAY, MORTAL KOMBAT, THE DRAGON DESIGN and all characters' names are the trademarks of Midway Mfg. Co. Distributed under license by Williams Entertainment Inc. Williams® is a registered trademark of Williams Electronic Games, Inc. Used by permission.

BEHIND THE MYTH

Sub-Zero is the first of the Mortal Kombat fighters to venture out of the arena and into his own adventure. In Mortal Kombat Mythologies: Sub-Zero, the master of cold introduces MK's Outworld-renown brand of brutal fighting to the worlds of side-scrolling action and epic adventure. What results is a unique blend of action that sweep kicks across three game genres guaranteed to bruise the egos of fighting pros who think they've mastered all MK has to offer.

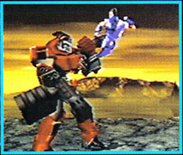
A SIDE-SCROLLER...

Above all, MKM is a side-scroller. Spanning eight areas, Sub-Zero's mission may progress through sideways mazes, but expect 3-D elements as well, such as platforms that swing to and from the foreground.



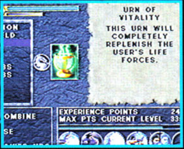
...MEETS A TOURNEY FIGHTER...

Of course, if it bears the Mortal Kombat name, then it has to have fighting. Mythologies pulls no punches when it comes to providing hand-to-hand combat. Lurking at the edge of almost every screen are combo masters, including MK regular Scorpion along with new brawlers, beasts and a few barrelfuls of monks.



...MEETS ADVENTURE

Fighting through the side-scroller will have an added twist of adventuring, too. By winning fights, Sub-Zero will accumulate experience points that will earn him new powers. On his adventure menu, Sub-Zero can concoct potions, use magical items or study clues and special moves.



ION
LD
BS
BS

URN OF VITALITY

THIS URN WILL COMPLETELY REPLENISH THE USER'S LIFE FORCES.

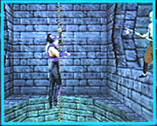
OMBINE
SE

EXPERIENCE POINTS 24
MAX PTS CURRENT LEVEL 33

COMMANDING THE KOMBAT

No longer confined to an arena, Sub-Zero will be able to walk, run, jump, climb, slide, and somersault his way through his mission. Pathways will branch left, right, up and down, and Sub-Zero will have to climb ropes, dodge booby traps, and leap pits and crevasses in order to turn his mythological lore into a reality.

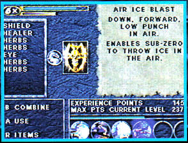
KONTROLS



Players can use the Control Pad or Stick to move Sub-Zero. When fighting, use the Control Pad, since special moves are almost impossible to execute with the Control Stick. When navigating around obstacles, stick with the Control Stick. Moving diagonally and regulating Sub-Zero's speed is tougher with the Control Pad, so the quicker way to go is with the Control Stick. Sometimes, however, a gentle tap on the Control Pad may help Sub-Zero inch over to where he needs to be.

KOMBAT

Since MKM is set years before Sub-Zero enters the MK tournaments, ol' Mr. Snow Miser hasn't yet learned how to tap into his powers. During his mission, Sub-Zero will eventually be able to use some special attacks from the MK trilogy (the same button sequences will activate the moves). As Sub-Zero racks up experience points, he'll earn up to nine special attacks, beginning with the Ice Blast, Slide, Directional Ice Blast, Air Ice, Ice Clone, Ice Shatter, Super Slide, Freeze on Contact, and finally ending with the Polar Blast.



SHIELD
HEALER
HERBS
HERBS
EYE
HERBS
HERBS

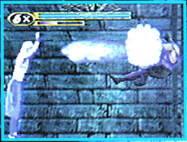
AIR ICE BLAST

DOWN, FORWARD, LOW PUNCH IN AIR.

ENABLES SUB-ZERO TO THROW ICE IN THE AIR.

B COMBINE
A USE
R ITEMS

EXPERIENCE POINTS 145
MAX PTS CURRENT LEVEL 237



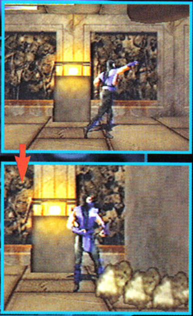
LEVEL 1

SHAOLIN TEMPLE

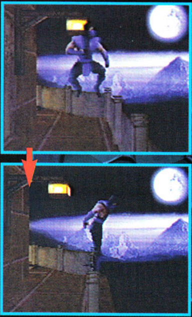
Commissioned by sorcerer Quan Chi, Sub-Zero journeys into China's Shaolin Temples to retrieve the Map of the Elements which reveals the whereabouts of an amulet. Unbeknownst to Sub-Zero, the amulet acts as a link between earth and the Nethererealm, where the banished god, Shinnok, was imprisoned by Rayden. Unwittingly, Sub-Zero will risk his life dodging booby traps and battling sword-wielding Shaolin monks to unleash Shinnok and his wrath on earth.

1 PILLARS

After exiting the third room (where you see a rope hanging), walk with caution. The monks have booby-trapped the fourth room by rigging giant pillars to drop from the ceiling, squishing anyone who walks beneath them. The Tablet of Truth advises that you use a sweep kick in front of the pillar to activate the trap, but a punch will be much safer.



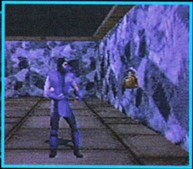
2 STAGE DIVE



At the balcony, walk to the edge. A map is in the temple's lower level, but rather than using the Control Stick to get there, use the Control Pad. Tap up, then tap right while in midair to hop onto the railing. Once you're perched on top of it, tap right again and you'll leap to the awning below.

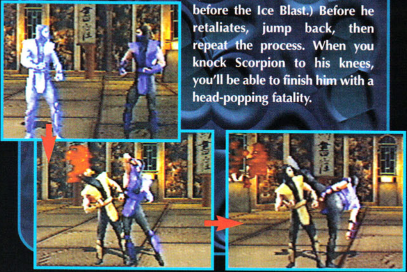
3 HERBAL HEALER

Your acrobatic leap from the balcony will land you at a checkpoint. You'll also land near a revitalizing Herbal Healer. Walk right to take a dose of medicine, then head left to take on more monks.



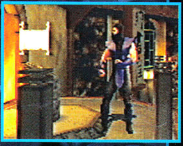
4 SCORPION

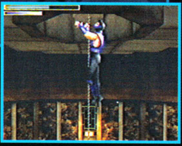
Quan Chi figured he'd have a better chance of getting the map if he put two men on the job. Unfortunately for Sub-Zero, the other man is his arch rival, Scorpion. Beat the ninja to the punch by following your Ice Blast with a 6-hit combo: two high punches + low punch + low kick + high kick + roundhouse kick (high kick + back). (If you've earned the Slide, use it before the Ice Blast.) Before he retaliates, jump back, then repeat the process. When you knock Scorpion to his knees, you'll be able to finish him with a head-popping fatality.



5 MAP OF THE ELEMENTS

Once Scorpion has felt the sting of defeat, hop onto the pedestal at the left end of the room. The Map of the Elements floats above it, so hit the A Button to grab it. When you've claimed your prize, the roof of the temple will open up. Journey back to the right until you reach the room with the rope hanging in it. Climb the rope through the roof until you reach the top, then leap to the right to return to your clan.





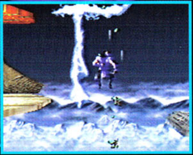
LEVEL 2

WIND REALM

With the map in hand, Quan Chi once again retains Sub-Zero's services. The Temple of the Elements houses the amulet that Quan Chi desires, and only Sub-Zero, with his chilling prowess, will be able to infiltrate the stronghold. But before Sub-Zero can seize the amulet, he must first defeat the four elemental gods who guard it. To confront the first god, the God of Wind, he will have to scale the heights of the Himalayas to clash in the clouds.

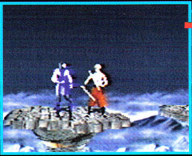
1 RISING WIND

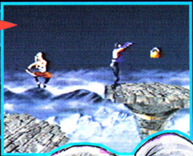
To hop to faraway platforms, Sub-Zero can get a lift from the wind. When you see an updraft blowing leaves and branches to the sky, hop inside to go airborne.



2 UNSTABLE GROUND

When you land on the mesa after leaping from the first bridge, your weight will cause the platform to shake. You'll only have a second before the platform topples over, so leap to the next platform without fighting the monk. The next platform will also fall over, but you'll have time to collect its Herbal Healer first.



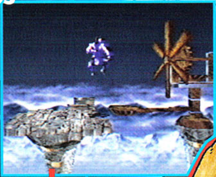


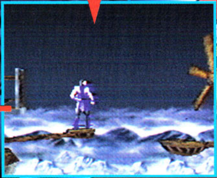
3 ARE YOU EXPERIENCED?

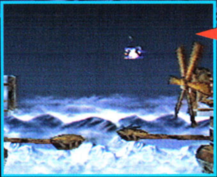
An amateurish Sub-Zero will botch the mission, so fight all enemies in order to amass experience points. By throwing monks off platforms, you'll throw away your chances of earning experience, instead fight them for all they're worth.

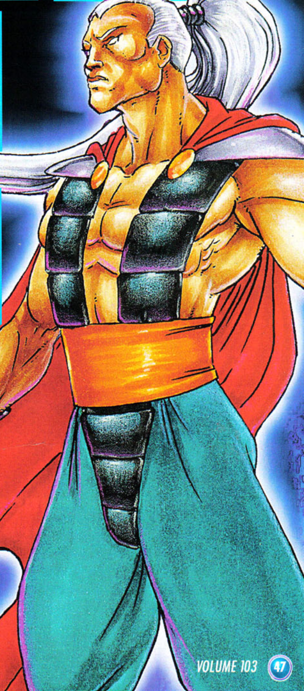
4 WINDMILLS OF THE GODS

Sub-Zero will find that windmills pose a giant threat. Each windmill's gears rotate a horizontal arm that Sub-Zero must hop on to reach the other side. Getting past the windmills will only be possible if your timing is precise. If the six o'clock position is when the arm is pointing directly at the screen, use the Control Stick to hop onto the arm when it's pointed at eight o'clock. While airborne, tap the stick to the left and you'll land square on the arm.



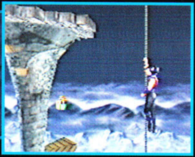






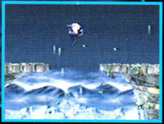
5 TIGHTROPE

When you reach the bridge that has four ropes hanging from it, climb down the first rope, then leap to the wooden deck beneath the platform to collect a 1-up.



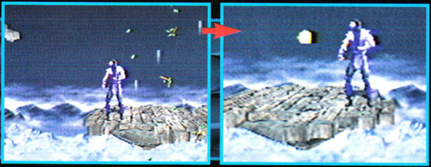
6 RIDE THE WIND TO THE

When you've leapt to the fourth rope, wait for the updraft. When it starts blowing, jump into it, let it carry you up, then hop onto the left platform.



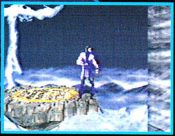
7 FIRST ICON OF THE WIND

Before you can exchange blows with the God of Wind, you must first collect the three Wind Icons. Work your way to the left after hopping out of the updraft. Above the leftmost platform you'll find the first icon. By snatching it up, you'll be able to reach new heights with its magical properties, and you'll register at the area's first checkpoint.



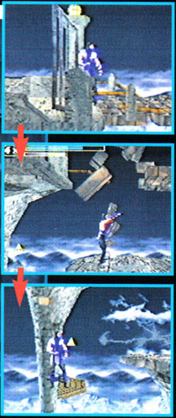
8 WIND BRIDGE

After you have the first icon, reverse direction and head right. When you reach the platform with the yellow circle painted on it, access your adventure menu to activate the icon.



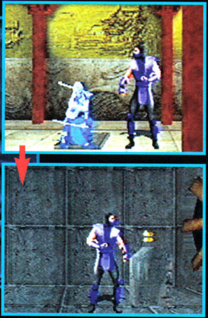
9 SECOND ICON

Jump into the wind bridge to reach the second Icon of the Wind, push down on the Control Stick to keep your altitude low, then exit to the platform that's directly across from the platform with the yellow circle. Head right, then hop up immediately after stepping onto the bridge. It will quickly collapse, and if you're standing on it, you'll get hit by a plank. When you land, head left to claim the second icon.



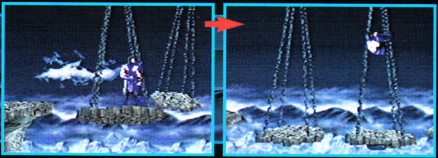
10 THIRD ICON

Return to the wind bridge and float up. Jump to the right ledge, then use the second icon to enter the room. Inside, freeze a monk, then push him on top of the floor switch to keep the right door open. Snag the third icon in the next room, then quickly Slide left before the fan you've just activated sucks you into its blades.



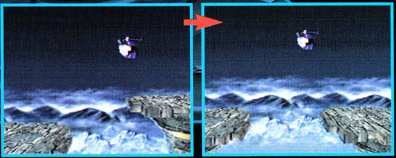
11 THE SWING OF THINGS

Hanging platforms rock back and forth, and the Control Stick will help you command the situation. When the platform swings close to the screen, push the Control Stick up diagonally to somersault. The platform will swing right under you and catch you as you land.



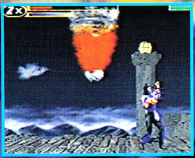
UNSTABLE SEVEN

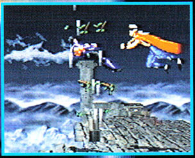
After swing-hopping, you'll reach a door that you can unlock with the third Wind Icon. On the other side, be light on your toes and ready to quickly somersault from platform to platform, because the first seven towering columns will crumble out from under you.



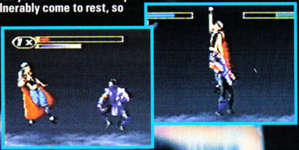
13 WIND GOD

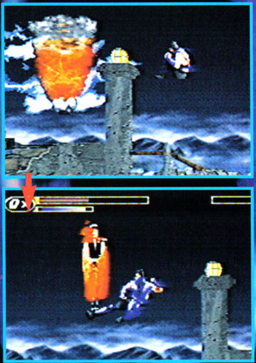
Rayden appointed four gods to watch over the amulet. Sub-Zero's first brush with divinity is against the God of Wind, a blowhard whose main tactic is to float above you and out of your attack range. The Wind God's main offenses are spinning into a twister, summoning the winds to blow you upward, and snatching you up then dropping you from the sky. The Wind God has the advantage when he's in the sky, so keep him grounded and at bay by always being a step away from him. If he tries to take to the sky, jump over him, then attack. When he twists into a tornado, you won't be able to attack him, so wait until you hear him stop spinning, then attack him with a jump kick. When you've knocked all the wind out of the god, he'll try to take you down with him by spinning into one final thunderous tornado. His rage can suck you off the edge of the platform, so as soon as you've drained him of his energy, run to the left or right end of the area and grab onto the blocks before his vacuum can suck you away.

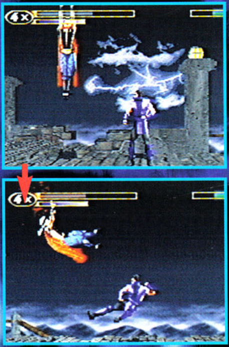


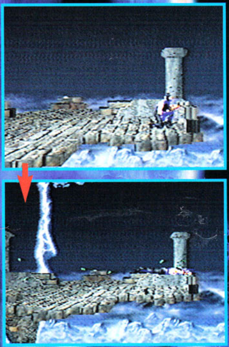


Like a child, the Wind God doesn't like to fight fair, but El Niño he's not. The Wind God's favorite attack is to twist into a tornado. Listen carefully as he spins. As soon as you hear the wind stop whistling, the god will vulnerably come to rest, so quickly jump up and kick him back to earth. To set up this easy attack, provoke him into spinning by attacking with your Ice Blast.









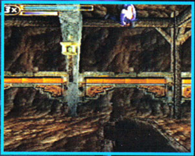
LEVEL 3

EARTH REALM

After his walk in the clouds, Sub-Zero will plunge into the bowels of a cavernous underworld where the Earth God dwells. Three icons will gain Sub-Zero entry to the god's lair, but the Lin Kuei assassin will have to navigate the worming network of tunnels without getting buried by the landslide of obstacles that include spring-action crushers, pits and bladed pendulums.

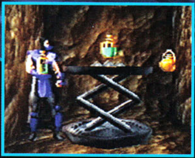
1 PITFALLS

When the ground starts to quake, proceed with caution. The shaking earth indicates the ground is about to open up. If it swallows you, you'll fall into a hole and, most likely, land on the giant spike on the pit's floor.



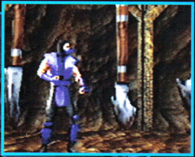
2 A HOLE LOT OF HEALING

Not all pits are traps. Take the plunge into the second hole that opens up in the ground. At the bottom, you'll find a 1-up, Herbal Healer and a potent bottle of Dit Dow Formula. Hop on the spring platform to resurface.



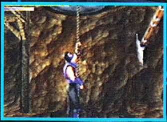
3 PENDULUMS

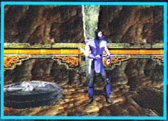
Throughout the caves, pendulums outfitted with blades swing to and fro. The slightest misstep can be costly, so, as soon as the pendulum passes in front of you, use the Control Pad to head right.



4 5 THE PIT AND THE PENDULUM

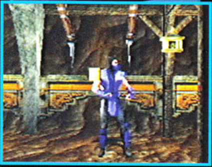
If you climb too far down the rope, the ceiling will lower and it will crush you into the ground. Instead, jump off the rope to the ledge, then hop over the pendulum. At point 5 on the map, leap over the crusher. Avoid jumping too far, however, because a pit will open up near your landing site.

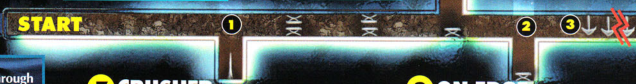




6 FIRST ICON

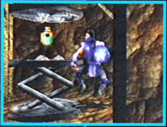
The first icon floats above a pit flanked by two pendulums. When the pit closes, use the Control Pad to walk to the icon. Grab the key, then jump back to the left. Only the pendulum's blade can slash you, so you'll be able to leap through the handle unscathed. When you escape, climb down the pit at point 4.

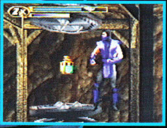




7 CRUSHER

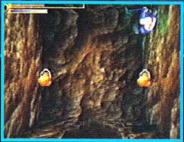
Launch from the spring at the hall's end, then grab onto the left ledge. Hop to the edge of the ledge, then, when the crusher is closed, use the Control Pad to jump onto its rim. When the crusher opens, walk across it to collect the 1-up, then hop out.





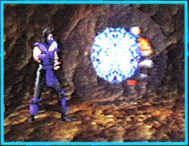
8 ON EDGE

When you drop into the pit, move to the left or right as you fall so that you'll land on the surrounding ledge at the middle of the hole. On either ledge, you'll find an Herbal Healer. Collect both items, dive down the pit, then trek right.



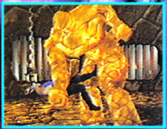
9 BAD KARMA

As the levitating monks whirl about, they'll generate a force field around themselves that will blast you with lightning. When the monks are set to disappear, their spinning will slow down and their shields will dissolve. Fire your Ice Blast at one of them when he's about to vanish and you'll shatter him and his inner peace into a million pieces.

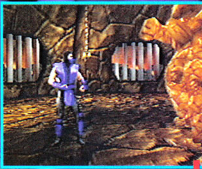


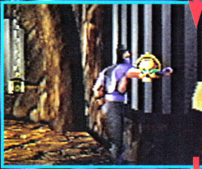
10 EARTH GOD

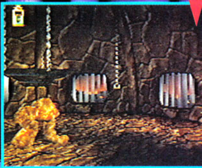
When you've defeated the two meditating monks, the Earth God's lair will open. Inside the arena, the rock-solid deity will clobber you with punches, kicks and falling ceiling rocks that he shakes loose with his seismic stomps. The only way to pulverize him into rubble is by releasing the platform that's suspended in the room's center so that it drops on the god's head. The skull switch by the right wall will cause the heavy weight to drop from the ceiling. However, when you're near the switch, you won't be able to see whether or not the god is standing beneath the platform.

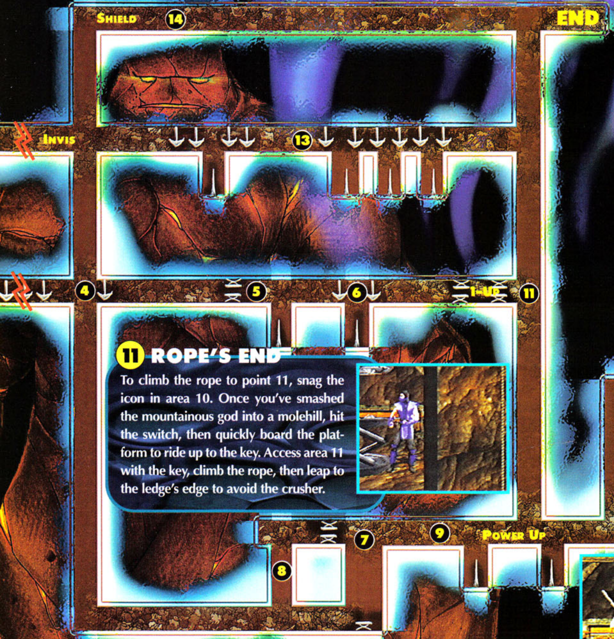


The lighted area in the middle of the floor is the spot where t
hanging weight will drop. After the Earth God walks leftward
over the spot, count the number of steps he takes. When he's
about to attack you, Slide to skate between his legs and reac
the switch. The ground will quake whenever he takes a step
toward you, so count the tremors before throwing the switc
When the number of quakes from his return trip matches the number of steps you counted, the god will be beneath the weight.



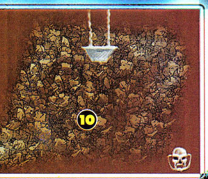






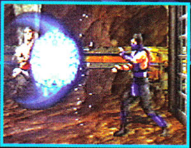
11 ROPE'S END

To climb the rope to point 11, snag the icon in area 10. Once you've smashed the mountainous god into a molehill, hit the switch, then quickly board the platform to ride up to the key. Access area 11 with the key, climb the rope, then leap to the ledge's edge to avoid the crusher.



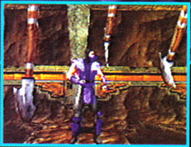
12 MONK OF DOOM

Center yourself on the springed platform below area 12. When it boosts you up, collect the Herbs on the ledge, then jump to the right cliff. Somersault over the monk, then Ice Blast him from the right wall. When you've zapped the monk to another plane of existence, jump into the pit that will open at your feet.



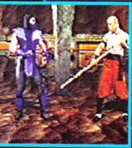
13 POE PARADISE

Pits and pendulums fill the uninviting halls of area 13. It's not necessary to venture down the passage, but there is a light at the end of the tunnel—three Herbs and a 1-up. Prancing past the pendulums without falling into the pits will be a close shave, but remember that you can leap over both pits and pendulums.



14 MONK PUNKS

In the final stretch, you'll have one final chance to rack up experience points. Five monks armed with staffs will relentlessly attempt to beat the chakra out of you, but your jump kick will teach them a lesson. Once you've sunk the monks, use the third icon to lower the blockade at the end of the hall, then journey to the right to reach the maze's end.



LEVEL 4

WATER REALM

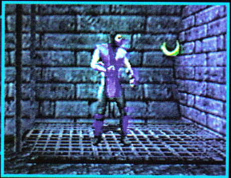
From dry land, Sub-Zero will immerse himself in the depths of the Water God's temple. To reach him, Sub-Zero will have to collect the three Water Icons by wading through the confusing labyrinth of sewer pipes and dodging the attacks of menacing monks and electric eels. And while Lin Kuei's finest is regarded as the master of frozen water, he's no master of lukewarm liquids. Sub-Zero is a subpar swimmer, so avoid diving into any deep water.

3 OPEN THE FLOODGATES

As soon as you use the second icon to open the door, the exit will quickly shut as the floodgate on your right opens to release a tidal wave of water into the room. You'll have little time to reach the exit before you're sealed in a watery grave, so face the exit to the left when you use the icon. Immediately run to the left doorway, slide through before it shuts, then swiftly grab onto the rope.

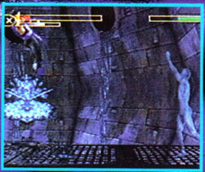
4 THIRD ICON

By opening the floodgate, the room leading to area 4 will fill with water so you can sail across it. Enter the newly flooded area via the horizontal passage, then voyage right for the icon.

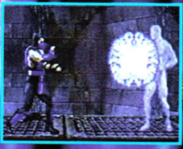


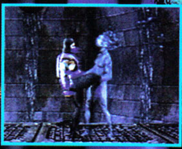
6 WATER GOD

The third icon will unlock the door to the God of Water, whose unfathomable powers will likely wash up any kombatant. The god sprays out projectiles and summons up geysers to toss you in the air like a canoe on the rapids. The god also has the ability to flush himself into a mobile puddle that he'll then reshape into his human form when he's behind you. If you freeze the god as he's transforming, you'll be able to catch him off guard. When you've chilled the drink, close in with a quick combo, then retreat.



The Water God's favorite moves are launch
jectiles and geyser assaults. Your old faith
the Ice Blast, however, will slickly put him
Whenever you knock the god down, he'll m
escape. As the big drip is morphing to or fr
puddle form, freeze him. The basic tactics
used to defeat Scorpion also apply to the V
God: follow your Ice Blast with a combo, g
the way, then repeat the process.





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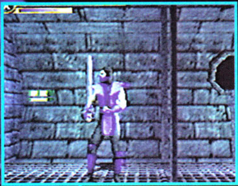
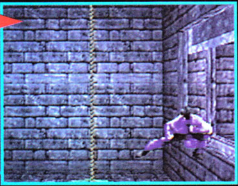
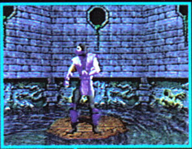
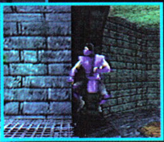




② SECOND ICON

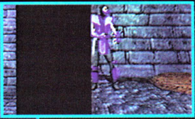
Unlock the door with the first icon, then board the wooden platform inside. As the water level in the room begins to rise, stay afloat on the platform. When you've sailed to the left side of the room, enter the tunnel for the second icon.

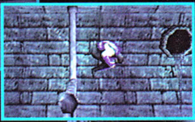


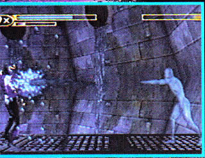


ELECTRIC EEL

sewer's electric eel patrols the shal-
waters with a high voltage charge
will sap a shockingly large amount
energy out of you. Leap aboard the
ting platform to cross the sewer with-
getting your feet wet (or fried) and
the Control Pad to jump over any
mbingthat gets in your way.







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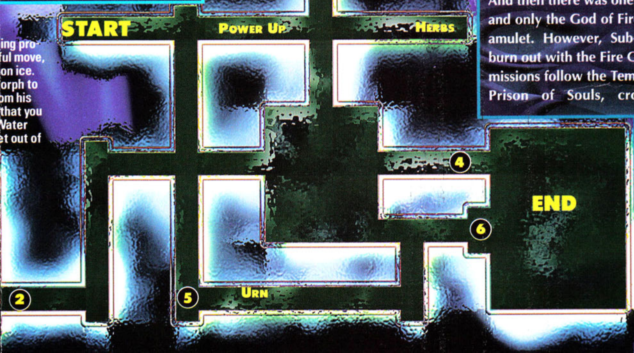
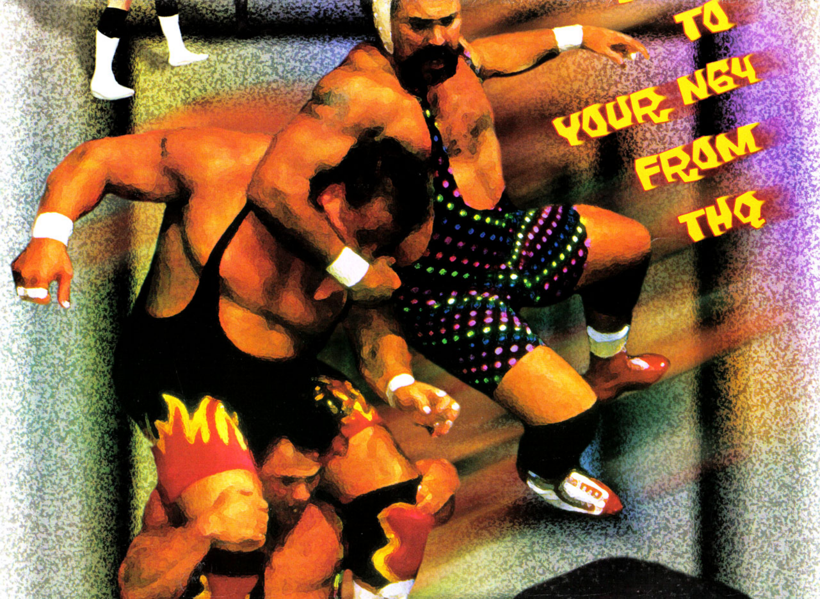


INTO THE FIRE

And then there was one. Three gods have fallen, and only the God of Fire remains to protect the amulet. However, Sub-Zero's mission doesn't burn out with the Fire God's defeat. Three more missions follow the Temple of Fire: escaping the Prison of Souls, crossing the Bridge of Immortality, and searching for Quan Chi's sanctuary. Are you worthy of fulfilling the myth?

WCW™ vs. nWo™
★WORLD TOUR★
COMING SOON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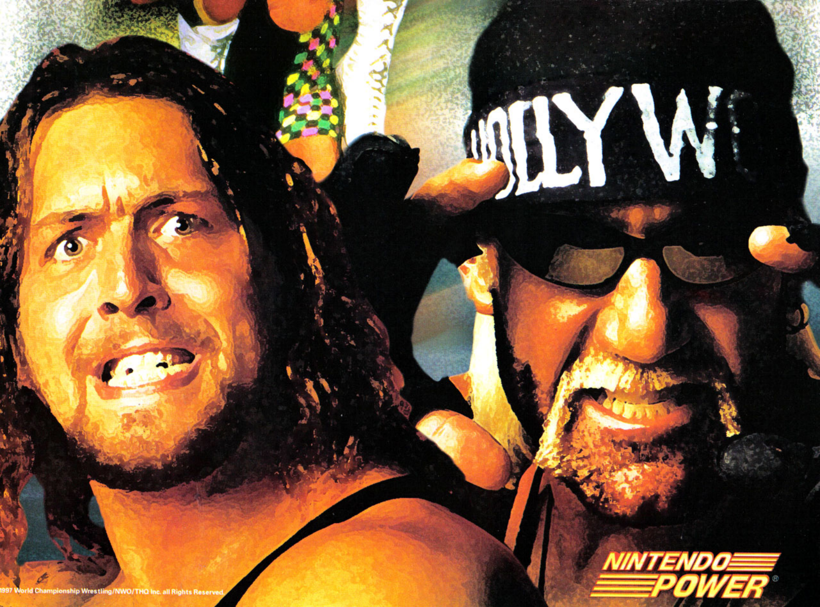

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The NHL® & NHLPA™ Present

WAYNE GRETZKY'S 3D HOCKEY™ '98

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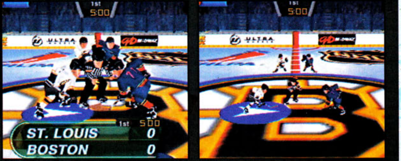
This winter Midway Games will release the sequel to the best video hockey games ever. Find out if the latest is the greatest in our review of Gretzky '98.

SAME GAME, NEW YEAR?

If you're shopping for your first N64 hockey game, Gretzky '98 is one of the best titles to ever hit store shelves. This fantastic sequel features all the options in last year's title, plus updated and enlarged NHL rosters with NHLPA players and new record keeping menus. But if you're not the world's biggest hockey fan and you've already scrimped and saved to buy the first Wayne Gretzky's 3D Hockey, you might conclude that the minor differences between the two versions can't justify the cost of buying a whole new game. It's tough to blame the folks at Midway for not making more changes, or even altering the numerous codes, easy-to-master moves or realistic animations in Gretzky '98—everything about the game is cooler than ice shavings. Read up on the facts and features in this review and make your own call.

BIG HEADS OR TINY PLAYERS, NP VOLUME 95 HAS GRETZKY '98 CODES



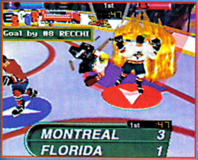
Don't waste your time searching for new codes or hidden features in Gretzky '98—the codes for the original Wayne Gretzky's 3D Hockey on the back of the poster in Volume 95 will get the job done. Look for more details in next issue's Classified Information.

ARCADE MODE'S COOLEST MOVES

POWER SHOTS

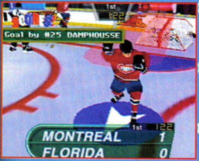
The bolstered defense is tough in Gretzky '98, but you can vent your frustration with Arcade mode's Power shots. Ice the goalie with these cool moves:

BURN THE NET



Set the puck on fire by pressing the A Button and the Bottom C Button at the same time. If you shoot past the posts, you'll set the net on fire.

BLAST THE GOALIE

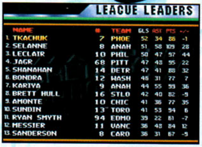


You don't have to worry about the goalie if you skate between the face off circles and press the A Button and Bottom C Button at the same time.

NEW MENUS AND OPTIONS

LEAGUE LEADERS

Want to know who's leading the league in goals or assists during the season? Check the stats on the new League Leaders menu. The game tracks the top 20 NHL leaders in Goals, Assists, Points and Plus/Minus categories as you complete an 82-game season.

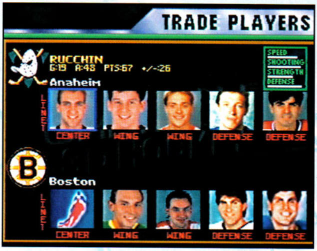


LEAGUE LEADERS

NAME	#	TEAM	GLS	AST	PTS	+/-
1. TKACHUK	7	PHOE	52	34	86	-1
2. SELANNE	8	ANAH	51	58	109	28
3. LECLAIR	10	PHIL	50	47	97	44
4. JAGR	68	PITT	47	48	95	22
5. SHANAHAN	14	DETR	47	41	88	32
6. BONDRA	12	WASH	46	31	77	7
7. KARIYA	9	ANAH	44	55	99	36
8. BRETT HULL	16	STLO	42	40	82	-9
9. AMONTE	10	CHIC	41	36	77	35
10. SUNDIN	13	TORO	41	53	94	6
11. RYAN SMYTH	94	EDMO	39	22	61	-7
12. MESSIER	11	VANC	36	48	84	12
13. SANDERSON	8	CARO	36	31	67	-9

TRADE PLAYERS

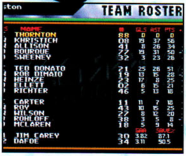
Whether you want to tweak your roster to reflect real NHL trades or dominate your division with your fantasy league team, Gretzky '98's trading options gives you complete control. Every trade is worry-free because the game doesn't have a salary cap.



TRADE PLAYERS

RUCCHIN
G:19 A:48 PTS:67 +/-:26

ROSTERS AND RECORDS



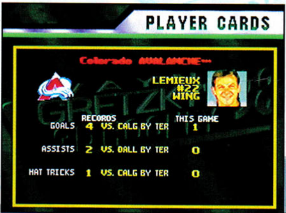
ton

TEAM ROSTER

NAME	#	GLS	AST	PTS
THORNTON	88	0	0	0
KHRISTICH	08	19	37	56
ALLISON	41	8	26	34
BOURQUE	77	19	31	50
SWEENEY	32	3	23	26
TED DONATO	21	25	26	51
ROB DIMAIO	19	13	15	28
HEINZE	23	17	8	25
ELLETT	02	6	15	21
RICHTER	46	5	13	18
CARTER	11	11	7	18
ROY	43	10	15	25
WILSON	27	8	12	20
ROHLOFF	38	3	5	8
MCLAREN	18	5	9	14
		SAA		SAVE%
JIM CAREY	30	3.82		87.1
DAFOE	34	3.11		90.5

TEAM ROSTERS

There are seventeen players on each of the 26 teams in Gretzky '98. This is an increase from the eleven players you could select in the original game. Customize the lines on your roster and enhance your scoring chances against other teams in the league.



PLAYER CARDS

Colorado AVALANCHE

LEMIEUX
#22
WING

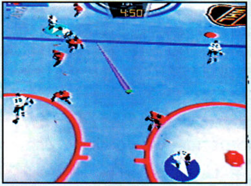
	RECORDS	THIS GAME
GOALS	4 VS. CALG BY TER	1
ASSISTS	2 VS. DALL BY TER	0
HAT TRICKS	1 VS. CALG BY TER	0

PLAYER CARDS

The new Player Cards track each player's personal records for goals, assists and hat tricks throughout the season. Save the statistics on your N64 Controller Memory Pak so you can compare records with your friends.

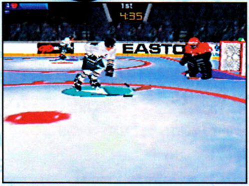
ONE-TIMERS

PASS AND SHOOT



A One-Timer is a quick pass to a teammate followed immediately with a shot at the net. This lightning-quick play will often catch a goalie off guard, increasing your scoring chances. To execute a One-Timer, simultaneously press the A and B Buttons.

TURBO POWER

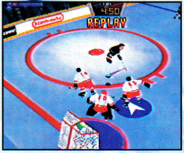


SUPER FAST SHOTS

Even when you're playing in Simulation mode, you can still use Power Shots to slip the puck past the goalie's pads. Power Shots tend to work better at close range, so skate close to the net and press the A and Bottom C buttons at the same time.

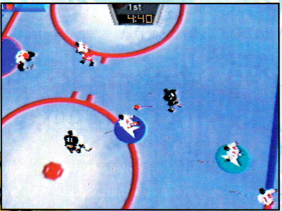
BRICK WALL DEFENSE

HEAVY TRAFFIC IN FRONT OF THE NET



Your team's defensemen will automatically fall back in front of your goalie any time the opposing team slides the puck across your side of the blue line, but you can help out by adding your winger or center to the crowd protecting your net.

BREAK UP THE PLAY



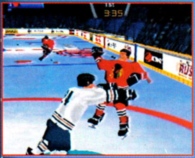
If you feel comfortable leaving your goalie to fend for himself, you can move your defensemen out into a man-to-man confrontation with the opposing team and try to steal the puck whenever it's passed between the other team's advancing players.

TEMPERS FLARE ON THE ICE

SETTLE THE SCORE

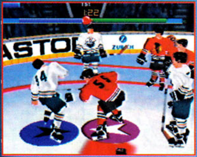
Every player has an Anger Meter that shows their ability to endure checks and trips. The gloves come off when a player's meter hits its limit.

NASTY POWER CHECKS



Send your opponent flying by simultaneously pressing the Bottom C Button and the Left C Button. Power Checks will increase your victim's Anger Meter.

UPPERCUT AND JABS



Uppercuts inflict the most damage in a fight. Press the A and Bottom C Button to launch an uppercut, then press the B Button to add a quick jab.

POWER'S TOP PICKS

Who's the best player on the ice? While every hockey fan has his or her opinion and personal favorite, we put together a list of the most talented players ranked strictly by statistics used in the game. Don't get too bent out of shape if you don't see your favorite player listed here. After all, the best players in Gretzky '98 are only as good as the gamer behind the controller.

PACIFIC

Team	Player
COLORADO	JOE SAKIC
ANAHEIM	PAUL KARIYA
EDMONTON	JASON ARNOTT
VANCOUVER	MARK MESSIER
CALGARY	THEOREN FLEURY
LOS ANGELES	RAY FERRARO
SAN JOSE	OWEN NOLAN

CENTRAL

Team	Player
DALLAS	BENOIT HOGUE
DETROIT	STEVE YZERMAN
PHOENIX	KEITH TKACHUK
ST. LOUIS	GEOFF COURTNALL
CHICAGO	TONY AMONTE
TORONTO	MATS SUNDIN

NORTH EAST

Team	Player
BUFFALO	PAT LAFONTAINE
PITTSBURGH	JAROMIR JAGR
OTTAWA	ALEXEI YASHIN
MONTREAL	VINCENT DAMPHOUSSE
CAROLINA	KEITH PRIMEAU
BOSTON	JOE THORNTON

ATLANTIC

Team	Player
NEW JERSEY	DOUG GILMOUR
PHILADELPHIA	ERIC LINDROS
FLORIDA	SCOTT MELLANBY
NY RANGERS	WAYNE GRETZKY
WASHINGTON	ADAM OATES
TAMPA BAY	DINO CICCARELLI
NY ISLANDERS	ZIGGY PALFFY

POWER'S RISING STARS FOR 1998

PLAYER	TEAM	REASON
Sergei Berezin	Toronto	Scored 25 goals in his rookie year. Watch him double it this season.
Jerome Ignilia	Calgary	Lead rookies in league with most points (50). Will pass Fluery in goals this year.
Joe Thornton	Boston	1st overall draft pick. Thorton possesses tremendous speed and good hockey sense.
Jim Campbell	St. Loui	Can't miss the net when he skates with Harry York and Joe Murphy.
Bryan Berard	NY Islanders	Ranked 10th in Top NHL Defensemen in his rookie year.

PICK YOUR TEAM

If you're trying to pick a winning team, check out the league statistics for the 1996-97 season. The best winning percentage won't guarantee a team the best shot at the championship—the proof is in the statistics of last year's Stanley Cup champion, the Detroit Redwings.

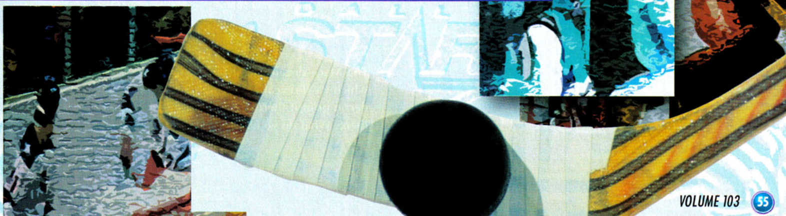
EASTERN CONFERENCE

TEAM	GP	W	L	T	GF	GA	Diff.	P	PCT
New Jersey	82	45	23	14	231	182	49	104	.634
Buffalo	**82**	**40**	**30**	**12**	**237**	**208**	**29**	**92**	**.561**
Philadelphia	82	45	24	13	274	217	57	103	.628
Florida	**82**	**35**	**28**	**19**	**221**	**201**	**20**	**89**	**.543**
NY Rangers	82	38	34	10	258	231	27	86	.524
Pittsburgh	**82**	**38**	**36**	**8**	**285**	**280**	**5**	**84**	**.512**
Ottawa	82	31	36	15	226	234	-8	77	.470
Montreal	**82**	**31**	**36**	**15**	**249**	**276**	**-27**	**77**	**.470**
Washington	82	33	40	9	214	231	-17	75	.457
Hartford	**82**	**32**	**39**	**11**	**226**	**256**	**-30**	**75**	**.457**
Tampa Bay	82	32	40	10	217	247	-30	74	.427
NY Islanders	**82**	**29**	**41**	**12**	**240**	**250**	**-10**	**70**	**.427**
Boston	82	26	47	9	234	300	-66	61	.372

WESTERN CONFERENCE

TEAM	GP	W	L	T	GF	GA	Diff.	P	PCT
Colorado	82	49	24	9	277	205	72	107	.652
Dallas	**82**	**48**	**26**	**8**	**252**	**198**	**54**	**104**	**.634**
Detroit	82	38	26	18	253	197	56	94	.573
Anaheim	**82**	**36**	**33**	**13**	**245**	**233**	**12**	**85**	**.518**
Phoenix	82	38	37	7	240	243	-3	83	.506
St. Louis	**82**	**36**	**35**	**11**	**236**	**239**	**-3**	**83**	**.506**
Edmonton	82	36	37	9	252	247	5	81	.494
Chicago	**82**	**34**	**35**	**13**	**223**	**210**	**13**	**81**	**.494**
Vancouver	82	35	40	7	257	273	-16	77	.470
Calgary	**82**	**32**	**41**	**9**	**214**	**239**	**-25**	**73**	**.445**
Toronto	82	30	44	8	230	273	-43	68	.415
Los Angeles	**82**	**28**	**43**	**11**	**214**	**268**	**-54**	**67**	**.409**
San Jose	82	27	47	8	211	278	-67	62	.378

GP — Games Played W — Wins L — Losses T — Ties GF — Goals For GA — Goals Against
DIFF. — Difference between goals for and against P — Points PCT — Percentage of actual points to possible points



CLASSIFIED INFORMATION

0428 6211 4842 0680

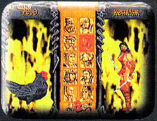
MEMBER IDENTIFICATION #

MACE
The Dark Age

Codes From the Dark Ages

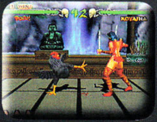
December is shaping up to be tourney fighting month here at Classified Info, so let's just wade in with some sharp and scary ones for Mace: The Dark Age. Just so you know, the Pojo and Color codes can be used in one- and two-player matches, but the Stage Select, Small Fighters and Big Head codes are available in two-player matches only. The Grendal code is entered in the two-player mode, but once it's activated, you can choose Grendal in any mode.

Play As Pojo, Pt. 1



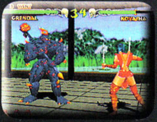
Select Taria as your character and win your match. Be sure to use her Execution, which will turn your opponent into a chicken. When you return to the Character Select screen, press and hold Start.

Play As Pojo, Pt. 2



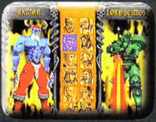
Taria will change into Pojo the Chicken. Highlight Pojo and press A. Continue to hold Start until the match begins, or Pojo will revert to Taria. If you quit your game at any time, you will have to reenter this code.

Play As Grendal



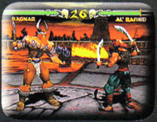
Let one character win three matches in a row. Go back to the Character Select screen, highlight Executioner and press and hold Start. Executioner will become Grendal. Press A to select him.

Change Color



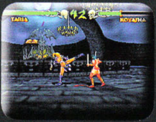
To change the color of your character's clothing, highlight the character you wish to be and press the L Button or any of the C Buttons. When you find a color scheme you like, hold that button and press A.

Stage Select



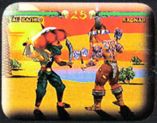
On the Character Select screen, highlight the character whose stage you'd like to fight in and press Start four times. Now choose your characters as normal.

Small Fighters



To create pint-sized warriors, highlight Takeshi and press Start. Now highlight Al-Rasid and press Start, Repeat this pattern with Ragnar and Xiao Long. Now select your characters as normal.

Big Head



You knew it had to be in here somewhere! Highlight Ragnar and press Start. Highlight Al-Rasid and press Start. Highlight Takeshi and press Start. Now choose your characters as normal.

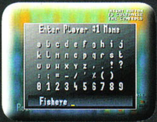
Rattling the Cages

The Mace development team gave us just one more code, which we'll reveal next month. In the meantime, we'll wonder in print if there are any more codes squirreled away in there. What do you think?

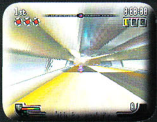
Extreme-G

More Trick Names

As we played through this screamer, we came across more trick names like the one we told you about last month. You can change your player name to "Fisheye" (warped game view), "Magnify" (magnified game view) or "Uglymode" (graphics become blocky). To change your name, go to the Controller Configuration screen and select the "Name" option. Enter your new name and press Start.



These names work in the Extreme Contest, Single Player and Multiplayer modes.

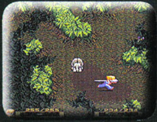


Toto, I don't think we're in Kansas anymore!

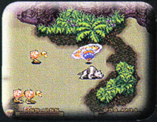
SECRET of EVERMORE

Unlimited Run

We don't know if there's been a run on bargain bin copies of Secret of Evermore, but there's been much mention of this fine game in our recent mail. In response, here's a handy trick for dodging mutants and monsters. Equip any weapon that can be charged to Level 3 or higher. Charge it to full capacity. Continue to hold the charge button and then press and hold the run button. You can now run indefinitely!



As you run, you'll see your weapon gauge begin to recharge.



The effect lasts as long as you hold the buttons. Release them to launch an attack.

DARK RIFT

Sonork and Demitron

Back in Volume 99, we printed a code that will allow you to play as Sonork, one of the boss characters of Dark Rift. Now we have a code that will give you access to both Sonork and Demitron. On the title screen, press A, B, R Button, L Button, bottom C and top C. If you enter the code correctly, you'll hear a laugh, and Sonork and Demitron will appear on the Character Select screen. Even though these two are horrendously powerful, we thought we'd improve some of their combos below. Go to town!

Sonork Combo 1

To see one of Sonork's basic combos in action, press top C, top C, Down + bottom C. Ouch! That's gotta hurt!

Sonork Combo 2

If it's a Big Hurt you're looking for, press left C, left C, Right + top C, Right + top C and B. Yowza!

Demitron Combo 1

Since you've probably already discovered Demitron's simplest combo (press bottom C twice) on your own, we'll toss in a second combo for free: press top C, top C and Down + top C.

Demitron Combo 2

If that last combo didn't get your blood (or, rather, your opponent's blood) flowing, then press left C, left C and Down + left C. That should do the trick!

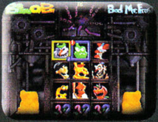
ClayFighter 63⅓

Of Codes and Clay

The most hilarious fighting game to come down the pike in a while deserves some equally entertaining codes. We hope these fit the bill!

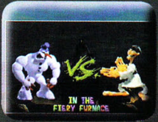
Random Select

Can't decide which Clayfighter to use? Press the L and R Buttons simultaneously on the Character Select screen to let the computer choose for you.



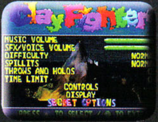
Stage Select

This code works in a two-player match only. On the Vs. screen, have one player press any of the C Buttons. When you find the stage you want, press B.



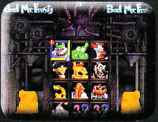
Secret Options

On the Character Select screen, hold the L Button and press top C, right C, left C, bottom C, B and A. You'll see a flash. The Secret Options option will now appear on the Options screen.



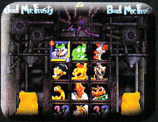
Sumo Santa

To make Sumo Santa a playable character, first go to the Character Select screen. Hold the L Button and press A, bottom C, right C, top C, left C and B. Sumo Santa will appear in the bottom left square.



Dr. Kiln

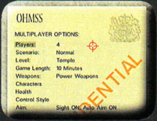
To add Dr. Kiln to the roster, hold the L Button and press B, left C, top C, right C, bottom C and A on the Character Select screen. The not-so-good doctor will appear at the bottom of the screen.



GoldenEye 007

Double and Triple Trouble

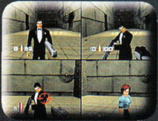
This is a variation of the cloning trick we printed last month. Start a Multiplayer game and set the number of players to four. Select your characters. Player Four should choose the character you want to clone. Return to the Options screen and set the number of players to three. Now have Player Three select the same character as Player Four. Go back and set the number of players to two. Now Player Two should select the same character as Players Three and Four. Set the number of players back to four and press Start.


OHMSS

MULTIPLAYER OPTIONS:

Players: 4
Scenario: Normal
Level: Temple
Game Length: 10 Minutes
Weapons: Power Weapons
Characters
Health
Control Style
Aim: Sight ON, Auto Aim ON

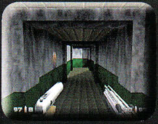
You can use this trick with three or four players.



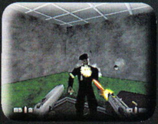
You can have up to three of the same character. Which one is the real 007?

Mix and Match Weapons

We received several variations of this trick, but this is what it boils down to: you can fool the game into letting you carry one gun in one hand and a different gun in the other! You must first get two copies of two guns. These guns must be next to each other on your weapon list. On the play screen, set your weapons to the second pair of guns. Now cycle backwards through your weapons twice and forward once. As the guns are switching, press Z repeatedly. If a gun fires before the last switch is made, the switching process will stop, and you'll be holding a mixed pair of guns.



This trick can be very difficult to execute and may take numerous tries.



Now you can complete your mission in style. You'll look mah-velous!

CLASSIFIED INFORMATION

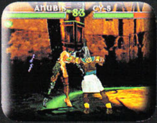
War Gods

Combos Divine

You say you'd like a few War Gods combos? Well, we're happy to oblige! Here are a few longer combos for four of your favorite deities.

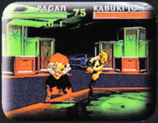
Anubis

Press Back, Forward, HP, HK, HP, LP, Block, Forward + LP, Back + HP, Forward + LP and Forward + HP + LP to unleash this Egyptian god's awesome power.



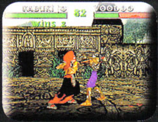
Pagan

Pagan shows that she can hold her own against any rogue god with this devastating combo. Press Back, Forward, HP, HK, Down + HP, HK, HK, HK, LK, LK, Forward, Down, Back and HP.



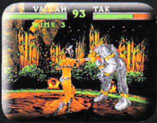
Kabuki Jo

What's with the locks, jock? To give your opponents a bad hair day, press Back, Forward, HP, HP, HK, LP, LP, HK + LK, Back, Down, Forward and HK.



Vallah

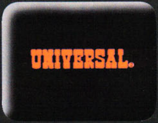
For a combo of operatic proportions, press Back, Forward, HP, LK, LK, HP, LP, LP, HP, Back, Down, Forward and HP.



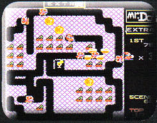
Mr. Do!

Extra Lives and More

This classic game was an arcade mainstay for a lot of years, and now it's a part of the Super NES library. We could not let this one slip by without mentioning the codes we found for it. To start the game with 99 lives, press Left nine times on the Universal screen. To activate the stage select function, press Down nine times on the Universal screen. Press Left or Right to choose a specific stage and then press Start to begin your game. To change the name of the game to "Mr. Du!", press Up nine times on the Universal screen.


UNIVERSAL.

If you enter the codes correctly, you'll hear a tone.



They just don't make them like they used to!

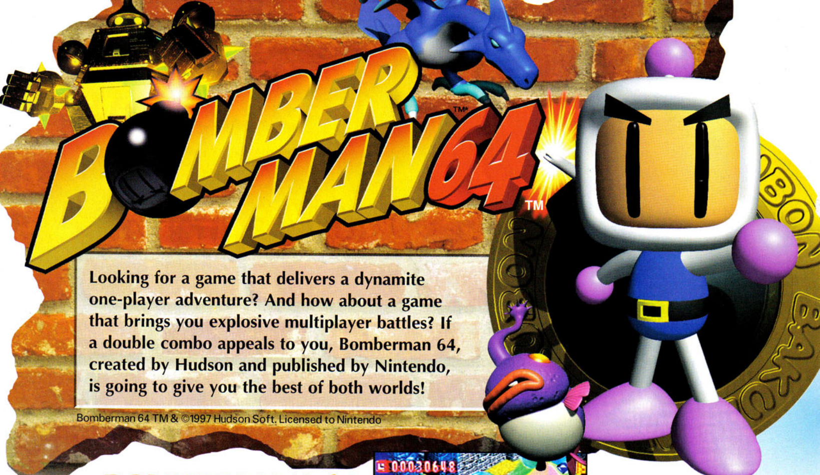
STAR WARS SHADOWS OF THE EMPIRE

Code Hunter Correction: Jabba Jive

Okay, we admit it. We goofed! We don't know if all the hours spent playing the Live and Let Die mode in Goldeneye has scrambled our brains, but we made a big mistake in Volume 99. The supposed "Jabba" cheat for Shadows of the Empire does not, in fact, exist! All weapons are supercharged on the Jedi difficulty level, no matter what you do. A big tip of the lightsaber to our sources at LucasArts for pointing that out to us.

If you have an awesome trick, password or code for our Classified Information files, drop us a line at the address at the right. For access to even more cool codes and tips, check out Nintendo's official web site at www.nintendo.com.

Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733

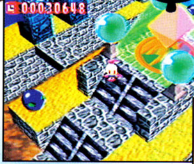


Looking for a game that delivers a dynamite one-player adventure? And how about a game that brings you explosive multiplayer battles? If a double combo appeals to you, Bomberman 64, created by Hudson and published by Nintendo, is going to give you the best of both worlds!

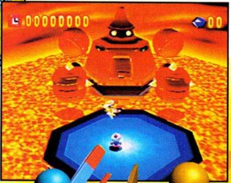
Bomberman 64 TM & ©1997 Hudson Soft. Licensed to Nintendo

BOMBERMAN 64 BLASTS OFF!

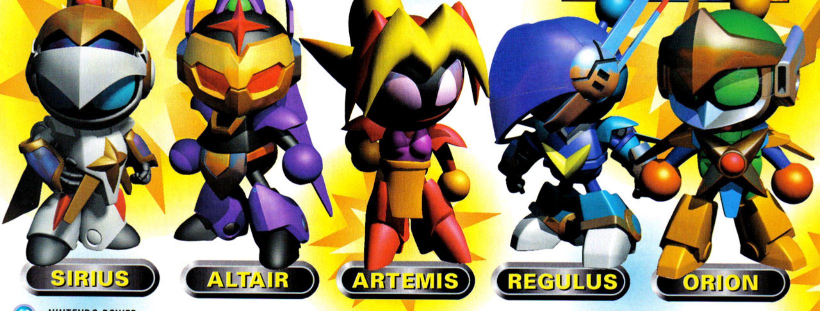
Fans of earlier Bomberman games already know that their multiplayer modes provide endless hours of bomb-throwing fun. And now that Bomberman's been given the Nintendo 64 treatment, the multiplayer battles are better than ever, and the one-player adventure, which featured simple graphics in earlier versions, has become a more complex journey through three-dimensional worlds. Thanks to artist Satoshi Koishi, Nintendo Power has exclusive maps of the mazes straight from the master.



Dimensional N64 graphics like these bring a completely new level of depth to a once fun, but rather flat, one-player game.

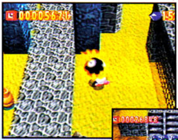


Bomberman's enormous enemies don't only look fantastic, they also provide our little bomb-chucking friend with lots of pulse-pounding challenge!



BOMBS & BONUSES

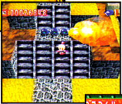
Most of the items shown below can be found in abundance in both the Adventure and Battle modes, but some items like the Gold Cards and Custom Parts can be employed or used only in specific areas of the game. Check the maps on the following pages for some of the items' locations in each level.



PUMPED BOMB

To pump up bombs, just pick them up and rapidly tap the A Button. This will double the bombs' destructive power.

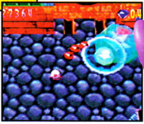
REMOTE BOMBS

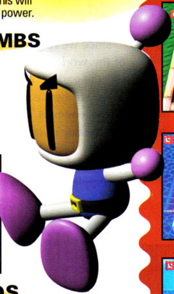


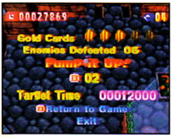
If you can locate Remote Bomb icons, you'll be able to detonate your bombs from a safe distance.

POWER BOMBS

The Power bonus boosts your bombs' ability to blast through some previously indestructible objects, like big walls and stone pillars.







00027869 04

Gold Cards

Enemies Defeated 05

Pump It Up!

02

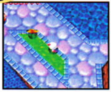
Target Time 00012000

Return to Game

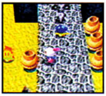
Exit

GOLD CARDS

There are five special Gold Cards hidden within every single stage of the Adventure mode. If you can help Bomberman collect them all, a sixth world of wonders will be revealed.

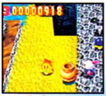


EXTRA BOMBS



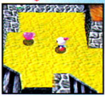
These blue-and-gold bonus items let you set one extra bomb each. If you collect a bunch, you can set up to eight bombs at a time.

FIRE POWER-UPS



These flames increase your bombs' power by one. Pumped bombs can be raised six notches, regular bombs can be raised three.

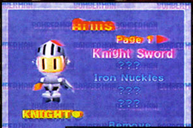
HEARTS



Each Heart allows you to absorb one hit, and then it wears out. You can't stockpile Hearts to defend against multiple hits.

BUILD A BOMBER

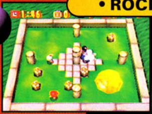
You can find custom parts hidden in the Adventure mode to spruce up your Bomberman's head, legs, arms, and body in the Battle mode.



BOMBERMAN IN BATTLE

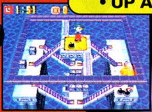
When up to four bombermen, or bomberwomen, end up in the same room, things turn explosive. In six battle arenas, you must drop, kick, or throw bombs while staying out of trouble yourself. It's frantic, but fun and the last bomber standing wins. The first bomberman to win three rounds takes the crown.

• ROCK GARDEN •



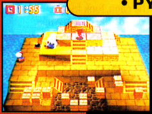
This arena of grass and pillars will appeal to bombers who like their game play as fast and furious as possible.

• UP AND DOWN •



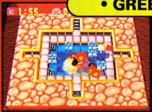
This multilevel rig offers bombers lots of power-ups below, and platforms where bombs can be tossed down from above.

• PYRAMID •



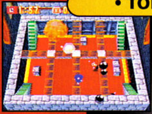
The top of the pyramid is a great place to pelt other players with bombs, but go to its base to get the bonuses.

• GREEDY TRAP •



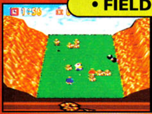
In this arena, those who are greedy for bonuses can quickly become sitting ducks if they aren't extremely careful.

• TOP RULES •



While keeping your footing is easier if you stay on the floor, the catwalks allow you to attack bombers down below.

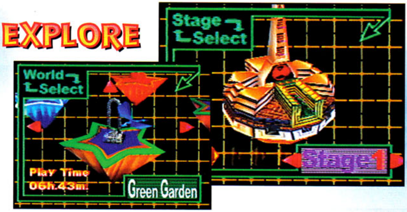
• FIELD OF GRASS •



Try planting your bombs in the long deep grass of the battlefield so that they become well-concealed booby traps.

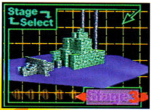
SIX WORLDS TO EXPLORE

You can start your adventure in any one of four wondrous worlds, each containing four stages. Once you've successfully bombed your way through these first four, a special fifth world can be explored. But even after it's completed, the game is still far from finished: One last world awaits those with all the Gold Cards!



GREEN GARDEN

Since we're giving you the scoop on only three of the worlds, we'll start with the Green Garden because it's the easiest of the bunch. Stages 1 and 3 have simple goals, so they're good places to master the controls, and the enemies in Stages 2 and 4 are easier to defeat than the one's you'll face in later levels.



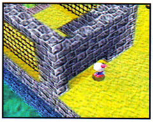
STAGE 1

TARGET: 00012000

If you complete a stage within or before its Target, you'll gain a Gold Card.

① SOCCER BOMB

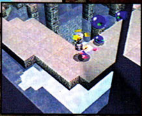
To access the switch in the cage, look for an opening in the bottom of one of the cage's walls. Now kick a couple of bombs through the slot to destroy the columns holding up the top of the cage.



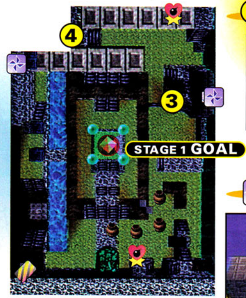
BOMB, BOP, TOSS

You can get a baddy out of the way by bopping his head with a bomb. When he falls down, just pick him up and toss him into the abyss.

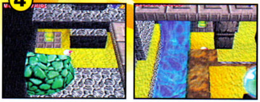
Remember that Bomberman can throw things three different distances.



You've got to stand a little way away from the fallen foes in order to grab them.

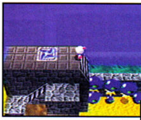


②③④ SEEK SWITCHES

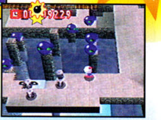


As long as you keep an eye out for enemies and take a thorough tour around the stage, locating the second, third, and fourth switches should be a cinch.

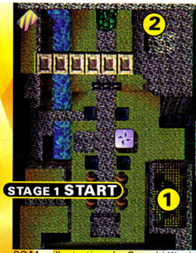
WARP WORRIES?



You can reach this warp by making stairs out of pumped and regular Remote Bombs. If you've stacked them well, you should be able to bounce up to the warp.



In this warp area, you need to bomb four, seemingly unreachable, columns. But by throwing pumped Remote Bombs onto closer pillars, you can bounce bombs to their bases.



CG Map illustrations by Satoshi Kioshi

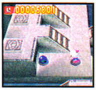
Why do you need to use the warps? Well, besides leading you to Gold Cards, warp areas are fantastic places to find Custom Parts and Gems, which will help you gain Continues.

MAP LEGEND

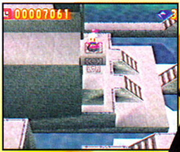
- POWER BOMB
- REMOTE BOMB
- GOLD CARD
- CUSTOM PARTS
- HEART
- WARP

STAGE 3 TARGET: 00015000

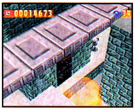
1 LAUNCH A LIFT



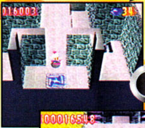
To get a lift to the diamond's second landing spot, kick a bomb into the slot shown to the left and then quickly scurry up the stairs and stand on the square that's positioned just above the bomb.

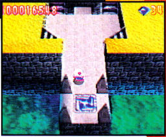


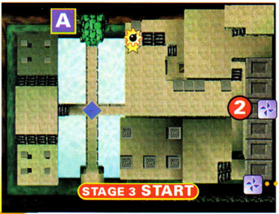
2 WARP IN THE WALL

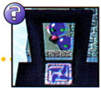


The warp that leads to the goal area is well hidden behind a wall—you'll need to use a Pumped Bomb to blast your way in. Once you're in area B, use bombs and blocks to get to the top of the tower.

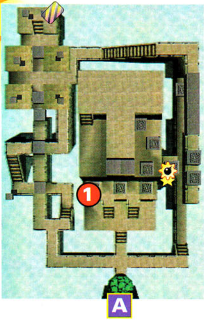


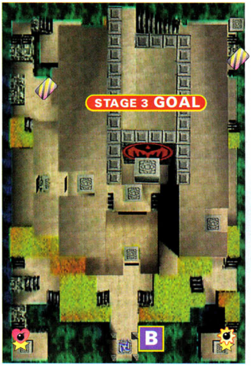






To reach this warp, stack two pumped Remote Bombs and then just jump on them from above.

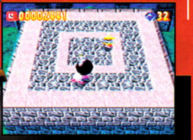




STAGE 2 SIRIUS

TARGET: 00020000

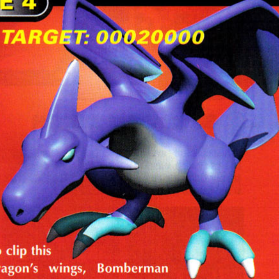
When you begin your battle with Sirius, stand still and kick a couple of bombs his way. Next, dash around the arena and keep kicking bombs until this foe's defeated.



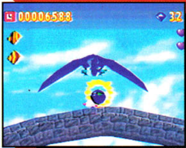
Try tossing a pumped bomb at Sirius for a double dose of damage.

STAGE 4 DRACO

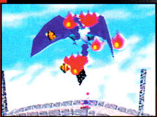
TARGET: 00020000



To clip this dragon's wings, Bomberman would be wise to pump up some Remote Bombs while avoiding Draco's fangs and fiery breath. Just be sure to wait until Draco flies in close before you lob your bomb.



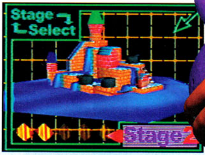
Start pumping your bomb when Draco is keeping his distance. You may need to dodge a few of the dragon's attacks until the time is right to strike.



Draco will fly in close and arch his back for a big attack. Bomb him when he starts to swoop down.

BLUE RESORT

Are you ready to help Bomberman find his way around the Blue Resort? You'd better be, because there are lots of cannons and dangerous critters to bomb, and loads of Gold Cards to uncover. But besides having a blast, your main goal is to crisscross the island's bridges and boulevards in search of the switches that control the canals. If you can dry out these waterways and locate the finish lines, you might just get the chance to go fishing!

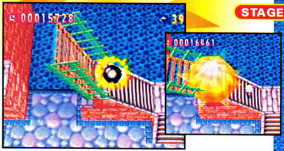


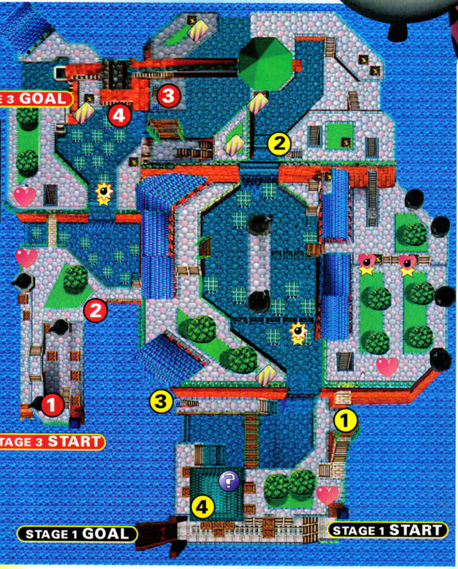
STAGE 1

TARGET: 00013000

① BOMB BRIDGES!

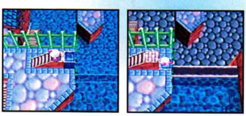
Since Bomberman can't swim, the only way to cross the town's canals is to use the drawbridges. Try setting Pumped Bombs at the bridges' hinges to force them into the down position.





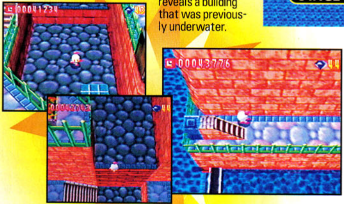
② SINK OR SWITCH

While carefully avoiding cannons, make your way to this switch, which walls off the canal's water supply. Once the dam is raised, you can safely walk in the canals without getting wet.



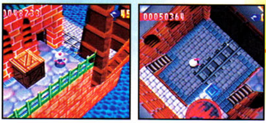
③ CLOSE CANAL

While fighting off numerous fishy foes, travel down the canals until you come to a second switch. Pressing it will close off another canal, which in turn reveals a building that was previously underwater.



④ HIGH AND DRY

You'll find the final switch on the second floor of the building that was recently submerged. Look for Sirius along the way—he has some special info to share.



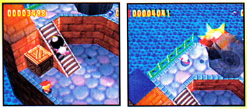
MAP LEGEND

- POWER BOMB
- REMOTE BOMB
- GOLD CARD
- CUSTOM PARTS
- HEART

STAGE 3

TARGET: 00012000

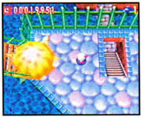
1 BOMB AWAY

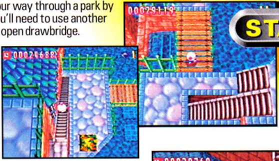


Because it's blocking an important path, you'll have to blast the first cannon that you see at the start of the stage. Be aware that only a Pumped Bomb can blow it up.

2 CROSS CANAL

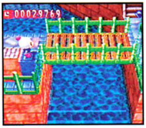
After you've carefully picked your way through a park by blasting a couple of cannons, you'll need to use another Pumped Bomb to bring down an open drawbridge.





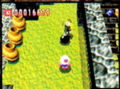
3 SWITCH HIT

After crossing the canal, head left to a bridge that's close to the top of a staircase. Next, bomb down the bridge and hit the switch on the other side. That will keep water from flowing into the canal.

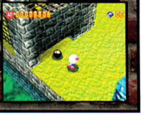


GET YOUR KICKS

If you kick a bomb and it hits your foe, the enemy will be stunned and stop moving, making it easy to finish it off. Kick bombs through holes into places that you couldn't reach otherwise.



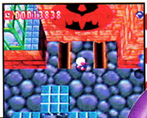
Kick a bomb and hit an enemy to stun him. A second bomb will blow it up.

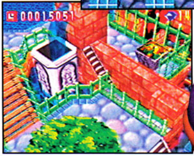


Kick bombs through holes in in walls to reach blocked off areas.

4 PUMP & PUSH

In the canal, locate the wall shown below and use pumped bombs to push it back. Once the big wall is in the proper position, it will create a large staircase that Bomberman would be wise to climb.

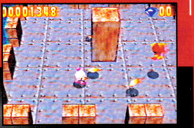




STAGE 2 ARTEMIS

TARGET: 00020000

To counter Artemis' attacks, try kicking bombs his way while you chase him around the arena. If you can keep close, Artemis will be too busy running to fight back.

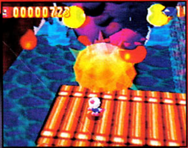


If Artemis starts to spin, run away until his projectiles have landed and then rush back in for some more bombing.

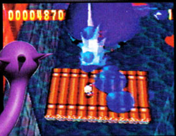
STAGE 4 LEVIATHAN

TARGET: 00025000

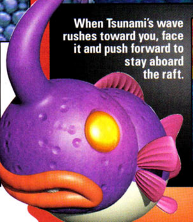
A tackle box isn't necessary for foiling this fish, but you will need excellent timing and plenty of Pumped Bombs. Start pumping your bombs when Leviathan is taking a breather, then attack the fish's angler antenna first.

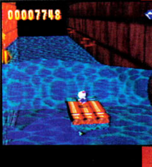


Leviathan will try to hit you three times with his antenna before backing off. It's his most often used weapon, so bomb it fast!



Try to avoid Leviathan's water bubbles. If you get hit, you'll be paralyzed for a short time.

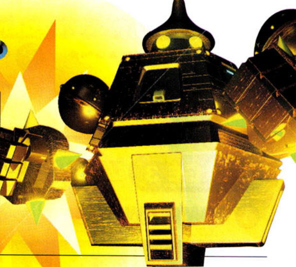




When Tsunami's wave rushes toward you, face it and push forward to stay aboard the raft.

RED MOUNTAIN

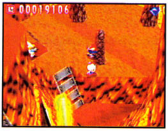
Most of Red Mountain's stages take place over massive pools of magma, so much of your journey through this inferno will involve blasting your way across rickety bridges and narrow railways. Unless you want Bomberman to meet with a fiery finish, you should consider every turn, step, and leap very carefully.



STAGE 1 TARGET: 00014000

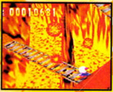
① WAY TO GO!

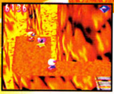
Fall off the bridge near the stage's start and continue down the stairs shown below. (It's a shortcut.)

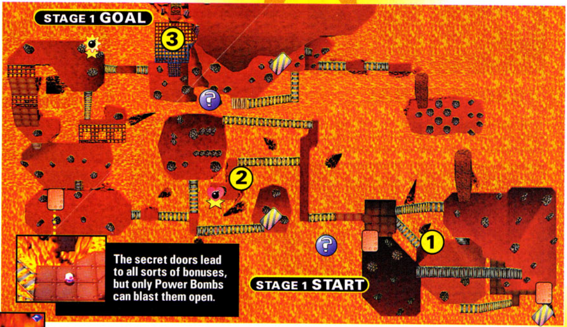


② DICEY DETOUR

The path to this stone pillar is very precarious, but if you're careful and survive the crossing, you'll be rewarded with Remote Bombs.

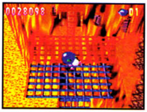


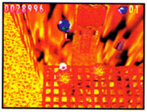




The secret doors lead to all sorts of bonuses, but only Power Bombs can blast them open.

③ USE YOUR LEVERAGE

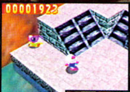




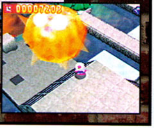
To open the exit, you need to push three levers into the down position. Since they're out of reach, hurl pumped Remote Bombs on top of their handles. Just make sure you don't press the Z Button!

BOMBS A' BURSTIN'

Remote Bombs are great for blasting things that are high off the ground. Just lob the bomb up at the object, and detonate it in the air.



Remote Bombs are extremely useful, so look for them in every stage.

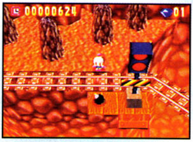


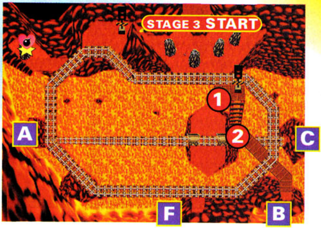
Using an aerial bomb takes timing, but it's the only way to reach high objects.

STAGE 3 TARGET: 00015000

① LIGHTS OUT

While keeping an eye out for mine carts, bomb the base of this stoplight so you can access the staircase behind it.



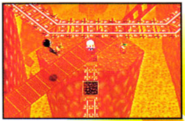


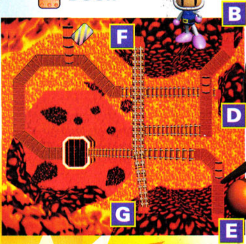
MAP LEGEND

- POWER BOMB
- REMOTE BOMB
- GOLD CARD
- CUSTOM PARTS
- SECRET DOOR

② HOP TO IT

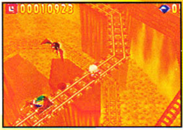
Hop to the tracks below this bridge, taking care not to land between the carts. Now bomb the carts and head to area A.

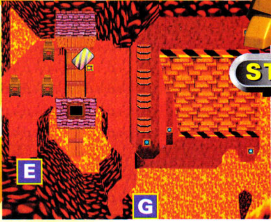


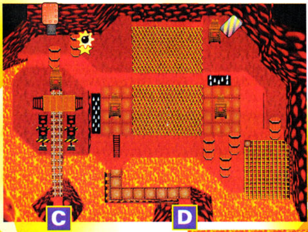


③ MAKE TRACKS!

Wait until a mine cart goes by and then chase it down the tracks. Look for places to pull over and let the cart pass.

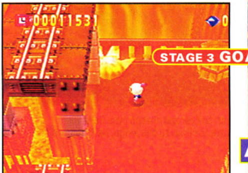


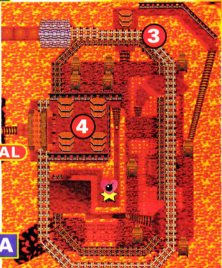




④ CUT CORNERS

Use Pumped Bombs to destroy the four corner beams that are holding up the trestle, then cross the tracks to get to the exit door.





STAGE 2 ORION

TARGET: 00020000

Don't engage Orion in close combat or his shock wave will finish you off. Just run away from him and drop bombs behind you.

If Orion grabs you, spin the Control Stick until you break free.

STAGE 4 HADES

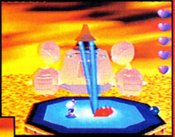
TARGET: 00012000

This oversized rust bucket packs a really walloping punch, so be prepared to make a lot of evasive maneuvers.

If Hades begins to spin, you'll be safe as long as you stay between his shoulder and his hand.

Avoid Hades' punch by quickly rotating the Control Stick.

If Hades' eyes begin to flash, dodge his lasers by running to the right or left side of the arena.



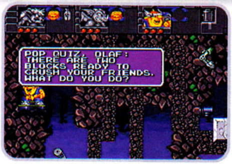
Try weakening Hades by bombing his fists first.

COUNSELORS' corner

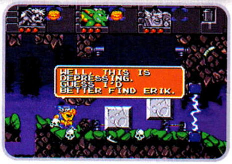
THE LOST VIKINGS 2

WHAT'S THE ANSWER TO STAGE 30'S POP QUIZ?

You don't have to take a test in Stage 30, but Olaf does need to work his way right and give his Teleport Machine Piece to one of the other Vikings. The three pieces to the Teleport Machine look like a green computer chip, two connected yellow canisters and a compact disc. Once you have all three pieces, you'll be able to teleport all of the vikings to the game's final stage.


POP QUIZ, OLAF:
THERE ARE TWO
BLOCKS READY TO
CRUSH YOUR FRIENDS.
WHAT DO YOU DO?

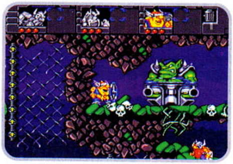
Pop Quiz! Olaf needs to work his way right through Level 30 and give his Teleport Machine Piece to the other Vikings.


WELL, THIS IS
DEPRESSING.
GUESS I'D
BETTER FIND ERIK.

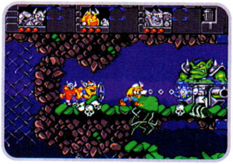
Once they have all three Teleport Machine Pieces, the Lost Vikings can activate the device and move on to Stage 31.

? HOW DO I DEFEAT TOMATOR IN THE FINAL BATTLE? ?

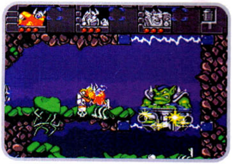
All of the individual battles between Tomator and the Lost Vikings have been puny compared to the final confrontation. Move all of the Vikings up the elevator. Switch to Olaf and move up the two ladders and go left until you're standing just beyond Tomator's attack range. Face Tomator with Olaf's shield pointed down. Switch to Erik and make him stand behind Olaf. Now let Baleog join the party and use his Bionic Arm to stun Tomator. Keep hitting Tomator to make him slide almost all the way on the right side of the room. Now change to Erik and charge into Tomator. If Tomator is close enough to the ledge, he'll slip into the electrical bolts below.



Move Olaf left until he's just beyond Tomator's range. Remember to keep his shield down.



Baleog's Bionic Arm has the range you'll need to stun Tomator without taking any damage.

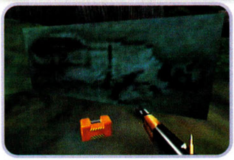


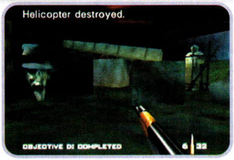
Switch to Erik and charge into Tomator. If Tomator is close to the ledge, he'll slip and fall.

▶GOLDENEYE

WHERE DO I FIND THE FLIGHT RECORDER IN STATUE PARK?

The flight recorder will land at a random location at the base of the hill below the helicopter. Janus agents will be waiting to ambush you here, but there's an easy way to get around most of them. Run back down the hill after you wake Natalya, and wait for the flight recorder to land among the stone blocks. You'll have a few seconds to grab the recorder and run before the enemy moves in to attack you.

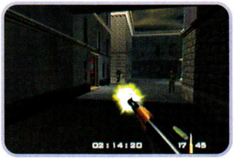

Wake Natalya and run back down the hill. The flight recorder will land near these blocks.



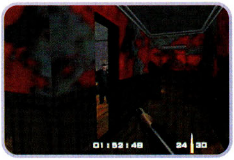
If you're at the bottom of the hill when the helicopter blows, you'll have extra time to search.

WHERE DO I CONTACT VALENTIN IN MISSION 6?

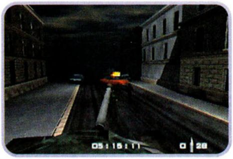
If you're playing the game on Secret or 00 Agent levels, you'll have to contact Valentin Zukovsky before you chase General Ourumov. Valentin is waiting in a building near the tank. As you leave the Military Archives, turn left and run up the alley. Follow the left wall until you see an open doorway. Search the rooms inside and locate Valentin. While it might seem like you're wasting time, Zukovsky will delay the General, adding several minutes to your mission timer.



Valentin Zukovsky is hiding in a building up this alley. You must find him before chasing Ourumov.

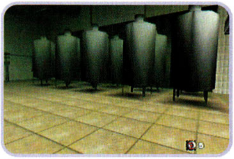


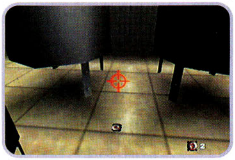
Near the end of the alley you'll find an open doorway. Search the rooms inside the building.

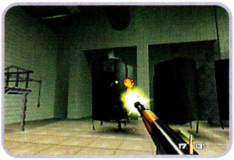

Your meeting with Zukovsky pays off when he agrees to help you and buys you extra time.

HOW DO I DESTROY THE BOTTLING TANKS WITH THREE MINES?

There is a way to destroy the ten tanks in the Arkangelsk Bottling Room with three mines. Most players think that the explosion radius can take out two tanks, but the blast is large enough to take out four. Place a mine on the floor between four tanks. Two mines will take out eight tanks, and you can use another mine on the remaining two tanks. If you use up your mines before you reach the Bottling Room, try using your guns, but remember that the leaking fumes are hazardous to your health. If you're trying to beat the 00 Agent Target Time of 2:05, use the remaining mines on the pursuing guards.


Using three mines instead of five to destroy the Bottling Room tanks saves both time and ammo.

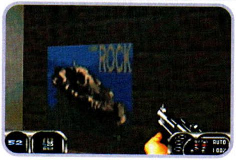

Place each mine on the floor between four tanks. Two mines will take out eight tanks.


If the mine blasts don't destroy all of the tanks, you can use your gun on the ones left intact.

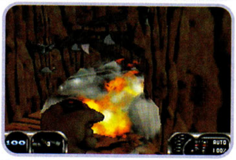
▶DUKE NUKEM 64

HOW DO I REACH THE SUBMARINE IN DEATH ROW?

There's a secret passageway that leads to the submarine. Deactivate the force field door on Cell Block 2, then open the jail door at the end of the hall. Defeat the alien in the cell and walk into the poster of Alcatraz. Behind the poster you'll find a blocked tunnel and several pipe bombs. Detonate the pipe bombs to blast through the rest of the tunnel until you reach the sewers. Follow the sewers downstream to the submarine.



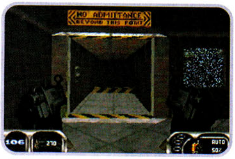
Push against this poster of Alcatraz to find a blocked tunnel leading to the sewers.



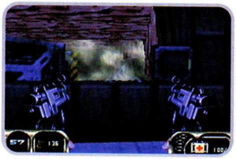
Detonate the pipe bombs you find in the tunnel to clear the landslide blocking your way.

? HOW DO I GET THOUGH THE GEARS IN THE TOXIC DUMP MAZE? ?

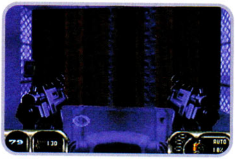
Dive back into the lake after you open Door 02. Swim through the open door and enter the control room. Defeat the monsters and press the switch below the control door window. The switch will open a set of double doors. Inside You'll find two rotating gears. As the gears spin, you'll see two gray strips where the teeth are broken off. Swim between the broken teeth and you won't take any damage. You'll be able to surface and catch your breath on the other side of the gears.



After you open Door 02, swim through it and make your way to this control room.



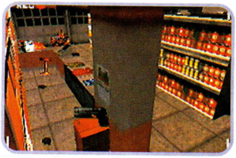
Activate the switch below the control room window and swim to the open double doors.



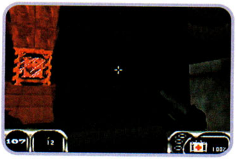
You'll see two broken teeth on the gears. Swim forward as the broken teeth join together.

? HOW DO I GET TO THE HOLLYWOOD CONVENIENCE STORE? ?

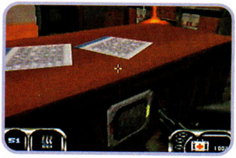
You'll see the convenience store whenever you access a surveillance monitor, but the only way to reach it is through a hidden warp point near the end of the stage. Walk along the ledge next to the exit and search for a hidden door. Inside you'll find a tiny room with a warp point. Warp to the convenience store and make sure you find the secret area behind the office supply shelves. To leave the store, you'll need to press the switch behind the office desk.



You'll see the convenience store on any monitor, but you'll need to find a secret warp to get here.



Scoot along the building ledge next to the exit and search for the hidden warp point.

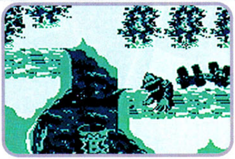


To get back out of the convenience store, you'll need to activate the switch behind this desk.

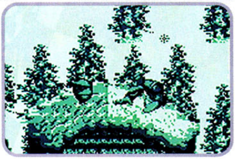
DONKEY KONG LAND 3

HOW DO I REACH THE BONUS BARREL IN BLACK ICE BLITZ?

The toboggan run in Black Ice Blitz has plenty of tough sledding, but there's an easy way to get to the Bonus Barrel and other items if you make it to the end of the level. Wait until your toboggan stops at the end of the run, then jump out and run backwards to the second to the last gap you had to jump over. Leap into the Bonus Barrel and collect all of the stars for your Bonus Coin. Then retrace your route and collect everything in the level.



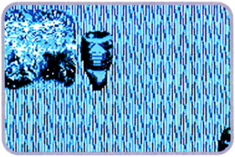
You'll waste a lot of lives trying to sled into this Bonus Barrel. Ride it out and return here on foot.



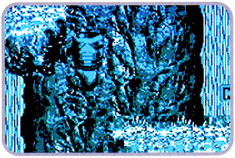
After you get the Bonus Coin, retrace your route through the entire level and pick up all the items.

WHERE IS THE BONUS BARREL IN ROCKETEER RALLY?

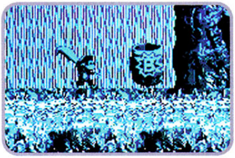
The Bonus Barrel is on a remote ledge on the right side of Rocketeer Rally. From the beginning of the stage, take the two Barrel Cannons up and work your way to the left side of the waterfalls. Stomp on the two roving Kremlings and blast off in the next Barrel Cannon. As the Barrel Cannon starts to lose power, leap to the right and grab the K KONG letter on the ledge. At the far right of the ledge you'll see a Knik-Knak bug hovering in the air next to a banana. Jump off the back of the flying beetle and somersault right to the Bonus Barrel.



From the beginning of the stage, run left and ride the Barrel Cannons up the waterfalls.



As this Barrel Cannon starts to lose thrust, leap to the right and grab the K Kong letter.



Bounce off the back of the hovering Knik-Knak and somersault to the Bonus Barrel.

Q&A FAST FACTS

In the USA Call:
1-900-288-0707
($1.50 per minute. Callers under 18 need parental permission to call.)

Or write to: Counselors' Corner
P.O. Box 97033, Redmond, WA 98073-9733

In Canada Call:
1-900-451-4400
($2.00 per minute. Callers under 18 need parental permission to call.)

MISCHIEF MAKERS

Q: How do I get the best ending?

A: Collect more gems. The most you can find is 52.

Q: How do I get the Clancoil to work?

A: Grab the Clancoil and pull it in the opposite direction that you want to go until the coil launches you.

TOP GEAR RALLY

Q: How do I select sunny weather conditions in two-player mode?

A: You can't. The game's programmers didn't include this option for two-player mode.

Q: Which car is the best?

A: If you don't have the Helmet Car, stick with the RS model. This car is the most versatile car in the game.

ARKANOID: DOH IT AGAIN

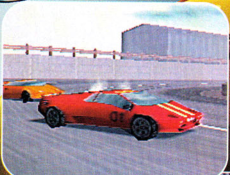
Q: How many planets and rounds are in the game?

A: Three planets and 99 rounds.

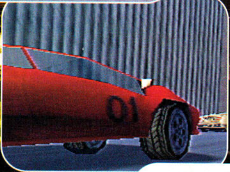
Q: How do I get the ball inside the Gold Block barrier in Round 9?

A: Let one of the bubbles capture your ball. The ball will eventually reappear inside the barrier.

automobili Lamborghini™

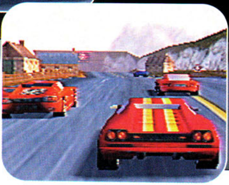


Off the line comes a multiplayer racing game from Titus for the N64, full of super-realistic views and tracks, skid marks aplenty, plus a series of hot Lamborghinis itching to melt all the asphalt in sight. Who needs a Greased Lightning when you can rev a Diablo?



Versus Other Racing Games

Automobili Lamborghini combines realistic graphics with a gentle learning curve that will get players up to speed right off the starting line. Having some of the hottest cars in the world, and solid AI controlling your computer opponents, doesn't hurt the excitement level, either. Against the N64 competition of Top Gear Rally and MRC, both of which are realistic rally racers also, Lamborghini can hold its own because of its four-player option, cool cars, intuitive controls and easy access to all the tracks. Titus packed a lot into these 32 megabits.



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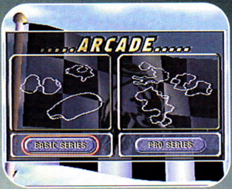
So Many Ways to Burn Rubber

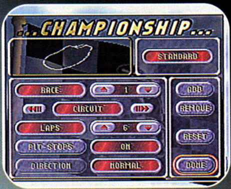
There's not just one way to go in Automobili Lamborghini. You can run an Arcade version, racing against time, or go for the trophy and enter the Championship round. There's also a Single Race mode that lets you choose any one of the six tracks you like, or try them all. Each mode (except for the Practice mode) can be played either against the computer or with up to four players swapping paint around the circuits. You also always have the option of reversing the tracks.

ARCADE



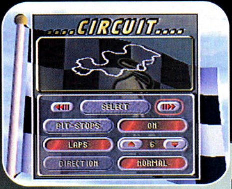
In the Arcade mode, there is a series of checkpoints at wider and wider intervals. You've got to reach each checkpoint before the time runs out.

CHAMPIONSHIP



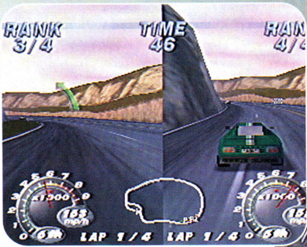
You don't need to win each race here to advance, since in Championship mode it's the total of your points that counts. Win the most race points and become the champion hot rod of them all.

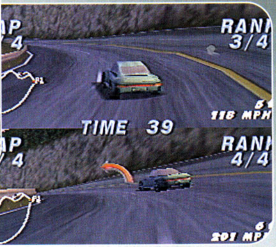
CIRCUIT



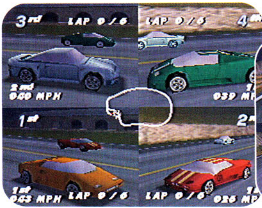
There are six tracks to choose from, ranging from a classic oval to twisty city streets and cliffs. This is a good mode for practicing your skills and getting used to the tracks or just to drive your favorites.

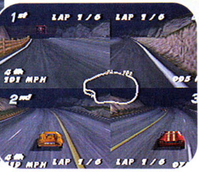
Multiplayer





This game is really the most fun when you have other players to sneak up on and smash into, and if everyone has a Rumble Pak, you'll hear the teeth chatter; well, maybe not chatter, since the Pak action here is tame, but at least shake. In the two-player mode, you get to choose whether to split the screen horizontally or vertically. You can also play against two or three other players, and any car you've collected on a Controller Pak can be brought out to roar mightily against your friends.





FOUR CAR PILE-UP

If you can get three other players to plug in, things will get really wild. Each player gets to choose a hot car and select from one of several viewpoints, from behind the car to driver's-eye view. The screen splits in four, so focus on your own slice of the pie. It can be cool watching your friends skid out, but don't take your eyes off the road or you'll crash, too!

So Many Automobili So Little Time

One of the best parts of any racing game is picking your wheels, and this game's got the top dog: Lamborghini. Car nuts will probably spend anxious hours debating the different models, but most just want to look cool. Within each level, the cars all perform the same, so you can have your pick, but once you win the Arcade or Championship rounds, newer, better performance models are offered. Remember that you can save these autos on your Controller Pak and use them in later rounds.

STANDARD WHEELS

When you start the game, you'll have eight different cars to choose from. Though they may vary greatly in design and color, all of them perform about the same; pretty soon, though, you'll have your favorite. If you have friends over playing multiplayer, don't bother squabbling over who gets "the red one;" after all, the point is raw speed.

The standard vehicles you get to pick from are all pretty quick off the starting line and have fairly good handling on the road, but—more to the point—they look cool.

These sleek Italian cars not only look good but they perform as well. Each of these beauties is quick off the line, with a high top end and good handling.

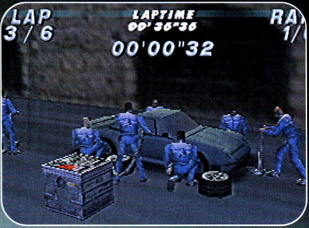
SPECIALIZED WHEELS

Practice that Championship mode, because if you're fast and agile enough to make it this far, you'll get to choose from among these vehicles. Besides performance, which is much improved over the Standard picks, these cool body styles represent newer Lamborghini designs. Few of us will ever own one, but at least we get the chance to race a pricey car without worrying about marring the paint job.

HIGH PERFORMANCE WHEELS

And if you're really fast—if, when we say "Mario," you think "Andretti"—you'll be able to beat the Arcade mode and get one of these top-of-the-line racers. With extra high performance and smashing good looks, you'll be burning up more asphalt than a hot summer day. With any of the cars here, try pausing the game and using the "Viewer" to get a 360-degree look at your wheels. It's a good way also to check out the sights, and see who's behind you.

The machines you choose from after winning the Arcade mode are the cream of the crop: they're fast off the line and have high top-end speeds and superior handling. And no, they don't take trade-ins.

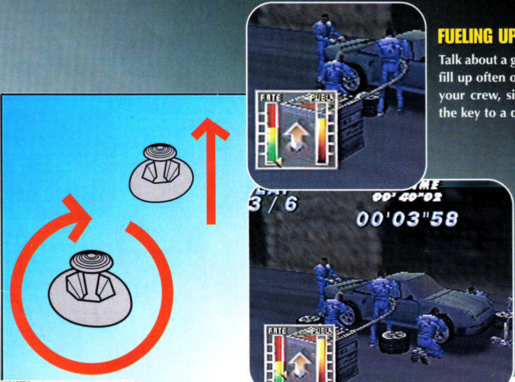


Pit Stops

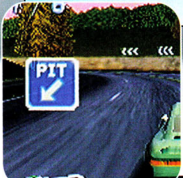
Burning rubber can be literal, since your tires will wear out, and your gas will run low. If you're doing only three laps it won't matter, but in six laps and more, you'll need to head in for a pit stop. Usually your team will yell, "We need a pit stop!" in an anxious voice, so watch for blue "Pit Stop" signs and be ready to work with your pit crew.

FUELING UP

Talk about a gasoline crisis! You have to be careful to fill up often or you'll go nowhere fast. Practice with your crew, since controlling the flow of the fuel is the key to a quick pit stop.

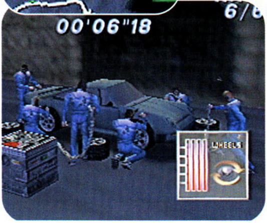


Pay close attention to the fuel gauge and the arrow. You want to make sure enough fuel flows in without overfilling, so keep the arrow in the yellow zone by moving your Control Stick vertically. Practice with the sensitive gauge, since a slow fill-up can be costly later on.



CHANGING THE TIRES

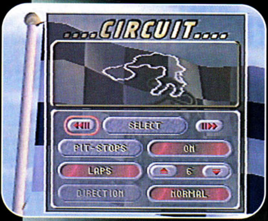
After only a lap or so, you'll notice your tires sliding more often, making turns more difficult, and surely you'll hear that "We need a pit stop!" ringing in your ears. Look for the sign just before the starting line.



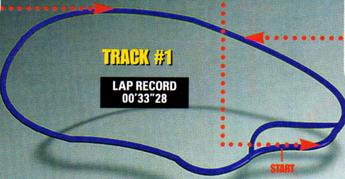
The picture on the screen tells you what to do: spin your Control Stick clockwise as fast as you can. The best way is to put your palm on top after fueling stops. This lets you spin quickly until the crew members put their hands up and yell "Clear!"

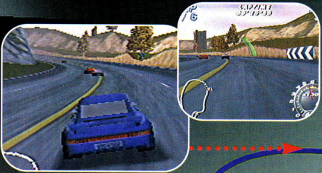
Tricks of The Tracks

This racer has lots of tracks for you to tackle, six in all, but some are harder than they look. Remember that hitting a wall or another car from behind (no matter how tempting) will slow you down, and speed is of the essence here. That's why we've come up with some special tips for each track, including a few hidden shortcuts.

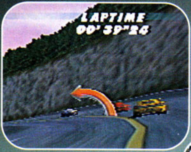

....CIRCUIT....

SELECT
PIT-STOPS ON
LAPS 6
DIRECTION NORMAL

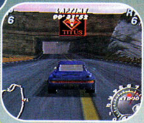




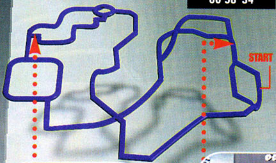
The green arrow indicates a medium curve, but in this case, it's pretty long. Stay in the left lane and anticipate the turn. Don't let up on the gas on this track.

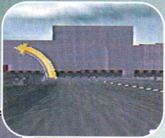


The red arrow signals a really tight corner. Be ready for it and be sure to make your turn early from the left lane. If you act fast, you won't run into the wall.

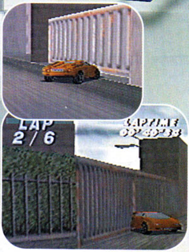


Pedal to the metal! You might be thrown by the sudden tunnel or the jump that sends you flying, but don't let it slow you down. Punch the gas and keep the wheel-side down.

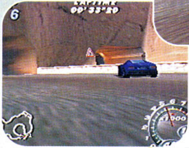




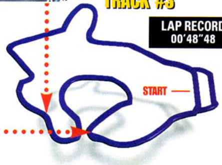
Although the arrow says to turn, get out of the crowd by heading straight through the guardrails. You'll get easier turns and catch up with the pack without having to tussle for room.

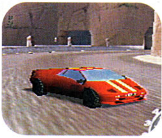


After a triangular concrete building, look for a corrugated wall. It's fake, so drive through, across a parking lot, and out another wall. Head to the right, ahead of the field.



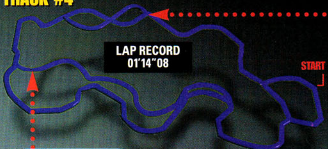
Be ready for this razor-sharp turn. Stay to the inside of the curve, and watch all the other cars smash themselves into the wall. Hey guys, these aren't bumper cars!

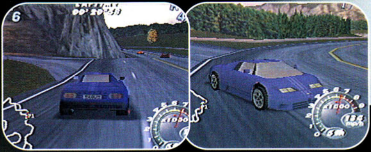




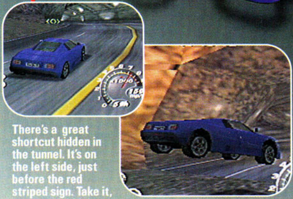
Tough turn! Do a four-wheel slide: make the turn and tap on the brake to send the rear fish-tailing slightly so you'll have a better angle. Push the gas as you slide.

TRACK #4

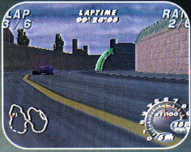




After the little temple, look for a fork in the road near the mountain. Take the left into a tunnel, avoiding the crowd, and come out clear and ahead of them all.

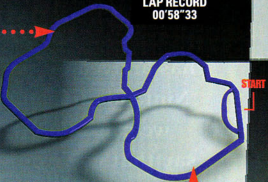


There's a great shortcut hidden in the tunnel. It's on the left side, just before the red striped sign. Take it, manage the high jumps, and you'll be set.

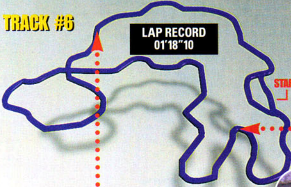


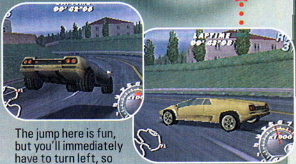
Try not to slow down just because you want to dodge a wall. Instead, try sticking to the middle of the road here and picking a straight path through all the curves.

TRACK #5

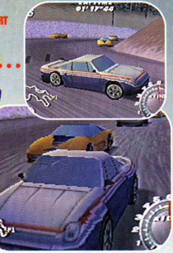


TRACK #6

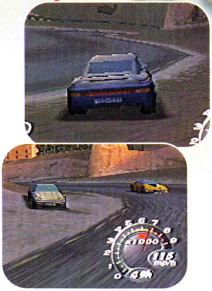




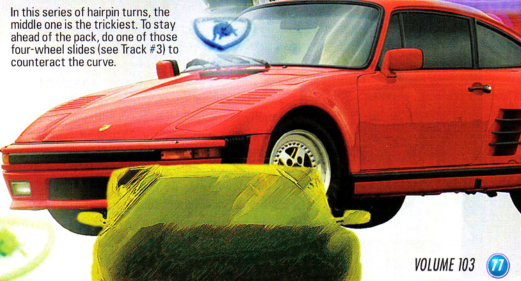
The jump here is fun, but you'll immediately have to turn left, so be ready. You'll be in big trouble if you fly at an angle and land all askew, so jump straight on.



In this series of hairpin turns, the middle one is the trickiest. To stay ahead of the pack, do one of those four-wheel slides (see Track #3) to counteract the curve.



You'll be tempted to swerve back and forth like all the other cars, but since those are just mounds of dirt on the shoulder, pick a straight path and drive right over them.



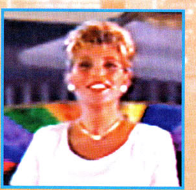
WHEEL of FORTUNE™

Rejoice Wheel watchers! America's favorite game show has arrived on the Nintendo 64, and we can safely say that you won't find a better version anywhere. So don't make us spell it out for you—step up to the wheel and take a spin!

© 1997 Gametek.
Wheel of Fortune is a registered trademark of Califon Productions Inc.

YOUR HOST: VANNA WHITE!

You've definitely never seen a home version of Wheel of Fortune like this before! Almost every element of the smash television show has been faithfully reproduced by Gametek, including sets that change with the season, actual human contestants, and even video clips of Vanna White! Short of actually being invited to be on the show, this may be the most realistic Wheel of Fortune game you'll ever experience! And you can share the fun with the whole family, because this new Nintendo 64 Pak allows up to three players to take their turns at spinning the wheel and solving those tricky puzzles.



FEEL THE WHEEL

Designed For N64 Rumble Pak™

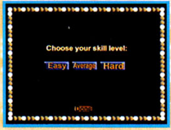
That's right–thanks to the Nintendo 64 Rumble Pak, you can actually feel the famous wheel as it's spinning. Although it starts off strong, the vibration will actually begin to slow down as the wheel comes to a stop. You'll also feel a mini-rumble "buzz" at other times during the game, such as when you pick a wrong letter or try to solve the puzzle with the incorrect solution. The feedback may sound like a small detail, but it actually adds a lot of fun.

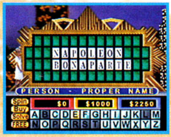
OUR NEW CHAMPION

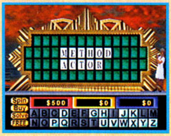
Forget about those earlier versions of Wheel of Fortune in which the contestants looked not much better than primitive cartoons. Now you can pick from six realistic players to represent you as you attempt to reach the final round. Unfortunately, these players can offer only their attractive faces—your own puzzle-solving skills (and a little luck) are the real keys to winning at the wheel!

I'D LIKE TO SOLVE IT

The primary difference between the game's three skill levels is the intelligence of your opponents. On the easy level, they're likely to choose a lot of incorrect letters. On the hard level, they're better letter pickers and they usually solve the puzzles more quickly. So if you want to win, keep control of the wheel!



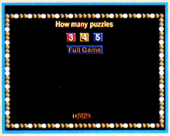


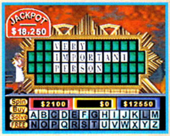


The shot on the left shows an easy-level puzzle, while the one above is from the hard setting. While there is a slight difference in puzzle difficulty, your opponents should be your main cause for concern.

I'LL SPIN, PLEASE

Wheel of Fortune for the N64 serves up games in four lengths. You can choose from three-, four-, and five-round games or opt for the full game, which is a timed challenge. If you're quick at solving puzzles, you can play well over five rounds in the full game. If you take more time, you'll play a limited number of rounds.





WHEEL OF FORTUNES PAST

Wheel of Fortune has certainly had a long history with Nintendo, dating way back to 1988 when it made its NES debut. The fact that it's still going strong is real a testament to both the greatness of the show and of the game.

RELEASE YEAR	GAME TITLE	SYSTEM
1988	Wheel of Fortune	NES
1989	Wheel of Fortune Junior	NES
1990	Wheel of Fortune: Family Edition	NES
1990	Wheel of Fortune	Game Boy
1992	Wheel of Fortune: Featuring Vanna White	NES & SNES
1994	Wheel of Fortune: Deluxe	SNES
1997	Wheel of Fortune	N64

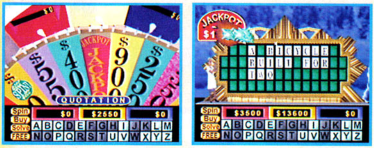
TELL 'EM WHAT THEY'VE WON

Shown below are the wheel's top dollar amounts in each round of the game. If you land on the $10,000 space in round three, you'll get that big bonus only if you pick a correct letter and are the first player to solve the puzzle.

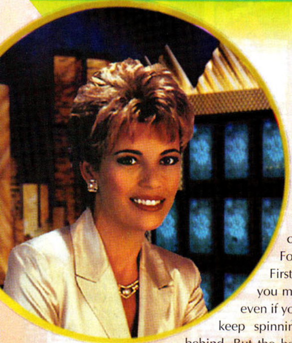
ROUND	$$$
One	$1,000
Two	$2,500
Three	Jackpot & $10,000
Four	$5,000
Everything After Four	$5,000

WE'LL ADD A JACKPOT SPACE TO THE WHEEL

A special jackpot space is added to the wheel when the third round begins. It's originally worth only $5,000, but when a player spins and lands on a money space, that same amount is put into the pot. The only way to win this bundle is to land on the jackpot and solve the puzzle in the same turn. Don't forget that the jackpot will vanish once the third round is finished.

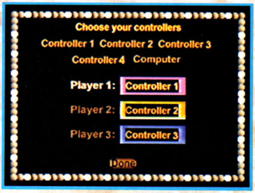


It can be pretty tough to solve a puzzle if a lot of letters are missing, but if you land on the Jackpot space, you'd better give it your best effort. If you fail, the Jackpot will simply be up for grabs again.



LET'S MEET OUR CONTESTANTS

Whether you're playing against human or computer opponents, winning in Wheel of Fortune requires straightforward strategies. First, try to be thrifty about buying vowels or you might easily waste a small bundle. Second, even if you can solve the puzzle, it may be better to keep spinning for more cash, especially if you're behind. But the best thing you can do if you're unfamiliar with the game is to change the player settings so that all the contestants are controlled by the computer. That way, you can just sit back and watch a few rounds before taking your turn at the wheel.



Choose your controllers

Controller 1 Controller 2 Controller 3

Controller 4 Computer

Player 1: Controller 1

Player 2: Controller 2

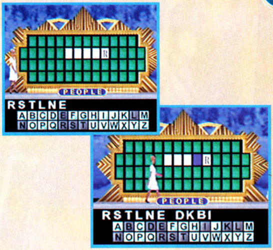
Player 3: Controller 3

Done

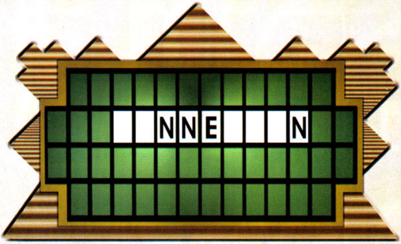
If you find that you're lagging behind after the first couple of rounds, try not to fret. You still have plenty of time to catch up with the other contestants. Just remember that the dollar amounts will increase quite a bit in the last rounds, so you can still win the game with a little luck and a few good spins of the wheel. Besides, there's always the possibility that the players with the most money will land on Bankrupt, putting the last-place player in the lead.

ARE YOU A WHEEL WATCHER?

The final bonus round is played alone by the contestant who has won the most money by the end of the regular rounds. They're given a puzzle (usually a short one) as well as the letters R, S, T, L, N, and E, which are revealed if they appear in the mystery word. The player then picks three consonants and a vowel, which if correct, will also be revealed on the board. If the player can solve the puzzle in 20 seconds or less, they'll be rewarded with 25 thousand bucks! Try solving the puzzles shown below for practice.

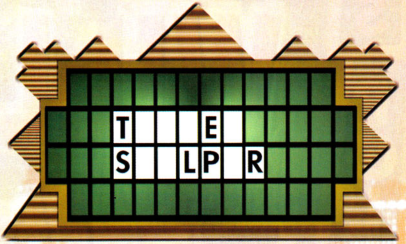


ROUND 1



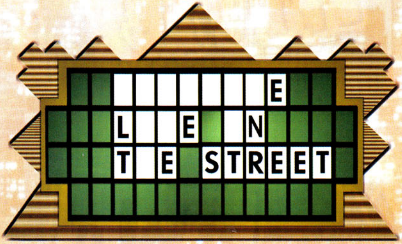
THING

ROUND 2



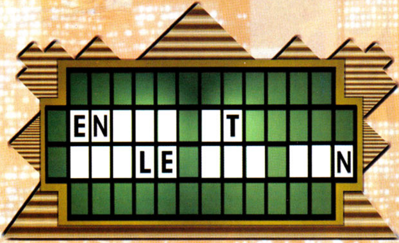
PERSON

ROUND 3



TITLE

ROUND 4



PHRASE

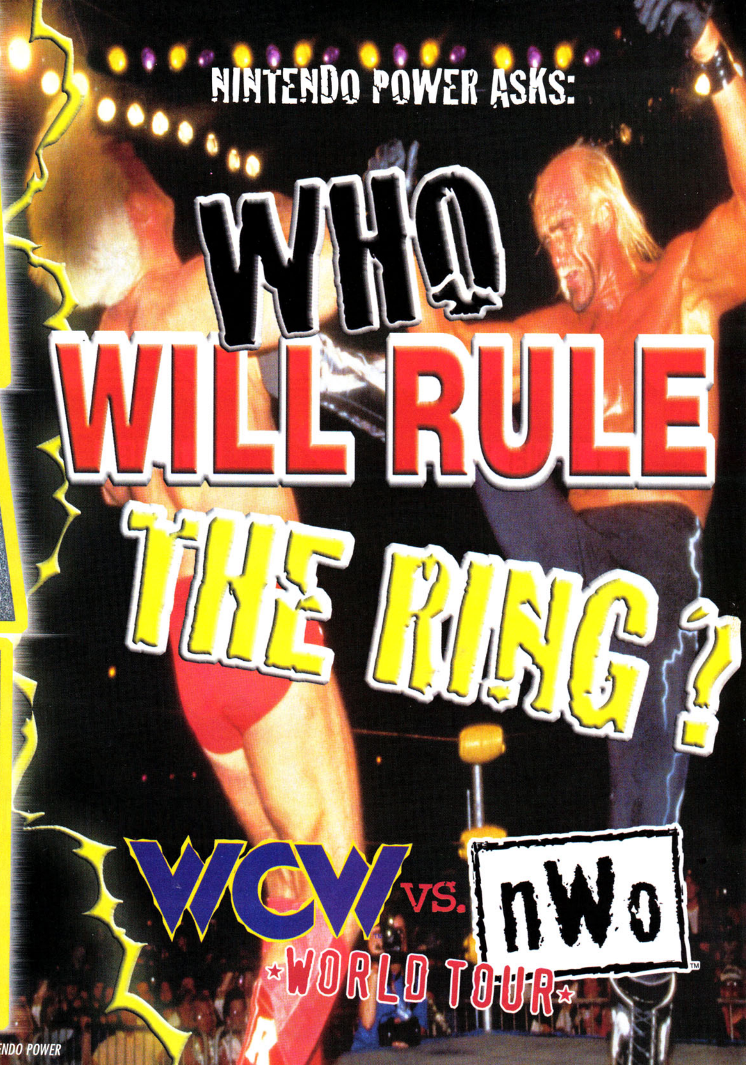
ANSWERS

Round 1 MANNEQUIN, Round 2 TICKET SCALPER, Round 3 HOMICIDE LIFE ON THE STREET, Round 4 ENJOY IT WHILE YOU CAN.

PLAYER'S POLL CONTEST

NINTENDO POWER ASKS:

WHO WILL RULE THE RING?



WCW vs. nWo™ WORLD TOUR

Grand Prize

Enter to win a trip to

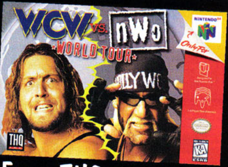
The Bash at the Beach!

Watch the wrestlers of the WCW take on the upstarts of the nWo!

Meet the wrestlers at a pre-event party!

AND

Win WCW vs. nWo: World Tour for your N64



From THQ

Second Prize

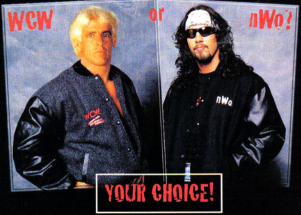
5 Winners

Official World Tour Jackets!

Which will it be?

AND

WCW vs. nWo: World Tour for the N64


WCW
or
nWo?
YOUR CHOICE!

Third Prize

50 Winners

Nintendo Power T-shirts

© 1997 World Championship
Wrestling/NWO/THQ

NP PLAYER'S POLL

YOUR VOTE COUNTS!

YOU CAN'T WIN IF YOU DON'T SEND IT IN!

OFFICIAL CONTEST RULES

No purchase necessary. To enter, either fill out the Player's Poll response card or print your name, address, telephone number, Vol. 103, and the answer to the trivia question on a plain 3 1/2" x 5" card. Mail your entry to this address:

NINTENDO POWER
PLAYER'S POLL VOL. 103
P.O. BOX 97062
REDMOND, WA 98073-9762

One entry per person, please. All entries must be postmarked no later than January 1, 1998. We are not responsible for lost or misdirected mail. On or about January 15, 1998, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine and Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 56:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, send your request to the address above after January 31, 1998. GRAND PRIZE: The Grand Prize Winner will win a trip for two to see the wrestlers of the WCW take on the NWO at the Bash at the Beach and a WCW vs. NWO: World Tour Game Pak for the Nintendo 64. Exact date and location of the event are to be determined. If under 18, the winner must be accompanied by a parent or guardian. Hotel accommodations and round-trip airfare are included. Estimated total value of all prizes is $3,000. Some restrictions apply. Valid only in the U.S. and Canada. Void where prohibited by law. Not open to employees of NOA, its affiliates, agencies or their immediate families. This contest is subject to all federal, state and local laws and regulations.

DONKEY KONG LAND III™

The Lost World

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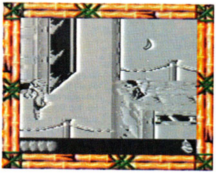
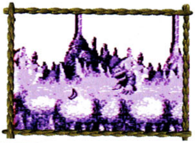


We finish off our coverage of DKL 3 with complete maps of the Lost World. It's time for the ultimate ape adventure!

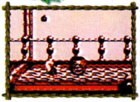
Last month, we gave you the scoop on some of the tougher stages and harder-to-find items in Donkey Kong Land 3. Now that you've collected all of the DK Coins from the previous stages and won the first five Clocks from the Brothers Bear, you'll be allowed to enter the Lost World and explore its mysterious interior. Baron K. Roolenstein found his way here before you, and he's strewn a host of dangers and death traps across your path. Luckily for you, our tips and full maps of each stage will give you a fighting chance to defeat the nefarious baron and save the treasures of the Lost World from his greedy, grimy clutches. Now is not the time to be sitting on your hands, so get moving, little monkeys!



If you're just joining us, you'll be happy to know that DKL 3 features play control that's as good as the Super NES version. DKL 3 is also Super Game Boy compatible!

Whiplash Dash

This first Lost World stage alternates between a sled ride that scrolls automatically and normal side-scrolling action. It's not a particularly long stage, but it does hold a few surprises, so keep a sharp eye out as you go.



Kuchuka Karnage

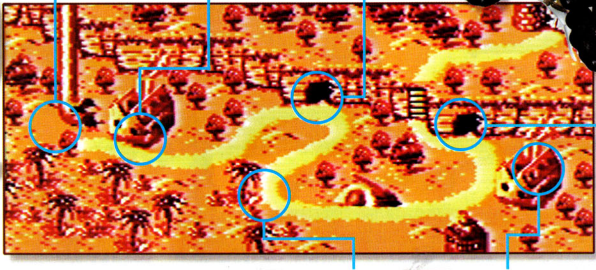
This factory is a marvel of advanced engineering, but you'll be too busy dodging the Kremling creeps to appreciate it. Most of the hazards and enemies are stationary, but that doesn't mean they're any less of a danger. Dixie should be your chimp of choice in this mechanical madhouse.

Haunted Hollows

Despite what its name implies, Haunted Hollows is not a dark, forested glade but a gloomy cave that is partially underwater. You'll be plagued by all manner of submerged scum during the first half of the stage and a horde of landlubbing Krems in the second. Beware the Ghost Barrels!

Last Stand

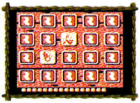
K. Rool has taken his ancestral title of Baron K. Roolenstein and now fancies himself some sort of mad scientist. If you want to end his menace once and for all, you'll have to collect six more DK Coins and win one more Clock to open the door to his castle. This battle will be much like the first, but look for a few new attack patterns.



Wrinkly/Bros. Bear

The ever-faithful Wrinkly Kong has already set up a refuge for you here in the Lost World, and you can drop in any time to save your game. Not to be outdone, the Brothers Bear have opened a new Sheepy Shop franchise right next door. Pay them a visit and bring a few Bear Coins along to play their card matching game. If you win, you'll receive a valuable watch and other goodies as your reward.

TEA'S READY. I'LL
SAVE YOUR GAME
WHILE YOU DRINK IT.

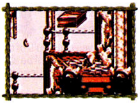


Rainforest Rumble

Most of Rainforest Rumble is a straight shot through a normal side-scrolling stage, but you could probably use the break by now. You'll use Ellie the Elephant through most of the stage, so you might want to spend a little time on your trunk attack technique before you dare venture beneath these leafy boughs.

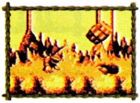
Barrel Boulevard

We don't know what the Kremlings are making in the Barrel Boulevard factory, but we're sure they wouldn't mind dropping you into a vat and turning you into processed chimp food product! This split-level stage seems slightly longer than most, and it comes equipped with an alternate route located near the exit.

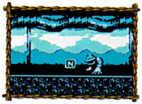


Ghoulish Grotto

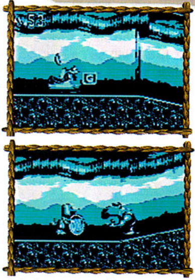
You'd feel ghoulish, too, if you had to spend much time here! The Baron has cleverly assigned a platoon of Bristles and a squadron of Kopters to patrol this dank and dreary cave, but Squawks will be on hand to help you clear the air. Patience and good timing will help you push past the Ghost Barrels to freedom.



Whiplash Dash

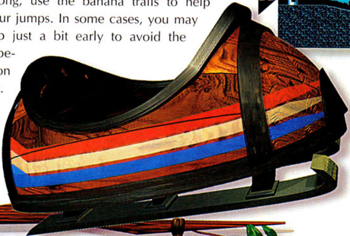


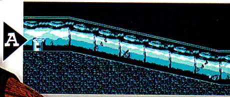
Once you pass the "No Sled" sign, you can backtrack on hand and foot to pick up any items you may have missed.

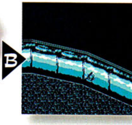


It looks easy, but, at first, we lost a lot of monkeys trying to reach Koin!

Whiplash Dash begins with you in a runaway sled, but unlike many past roller coaster/sled stages, you'll jump out of your vehicle partway through the stage to do some exploring on foot. Once you're on your feet, hoof it over to the right to retrieve the Steel Barrel and then come back to the left to defeat Koin. That done, jump into the Barrel Cannon to the right to continue your journey. While you're speeding along, use the banana trails to help you time your jumps. In some cases, you may want to hop just a bit early to avoid the Buzzes, especially those on uphill jumps.

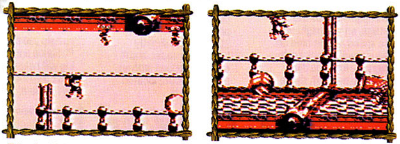




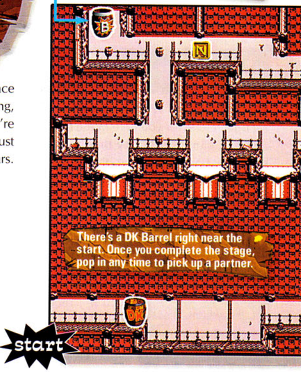


Kuchuka Karnage

Kuchukas are a surly breed that like to sit in one place and lob bombs at you. Though they look intimidating, you can actually walk right through them, even as they're throwing. If you come to the edge of a platform with no rope in sight, just be patient and wait for a few moments to see if a floating platform appears. Avoid blind jumps if at all possible.



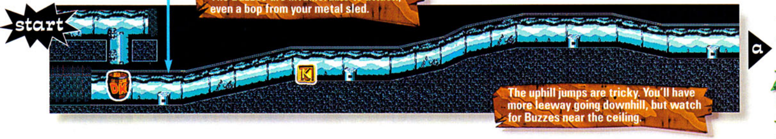
Take the high road as much as you can. You'll often have a choice between a platform and a rope. If you take the rope, you'll be able to see the shots fired by the Karbines near the ceiling. You'll also avoid low-road hazards.



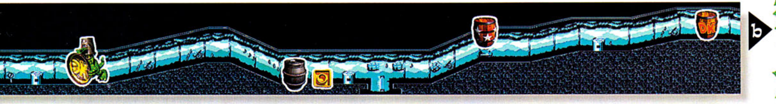
To get to this Bonus Barrel, follow the main path up to the third level and aim your Barrel Cannon to the left.

There's a DK Barrel right near the start. Once you complete the stage, pop in any time to pick up a partner.

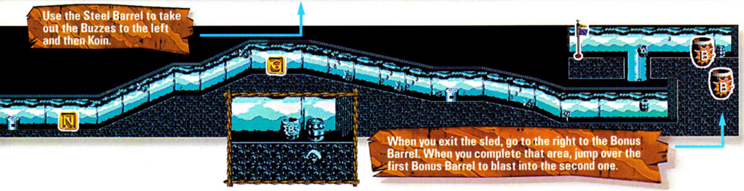
Running into the pipes sticking out of the floor will cause you to lose a partner. The Buzzes are invulnerable to attack, even a bop from your metal sled.



The uphill jumps are tricky. You'll have more leeway going downhill, but watch for Buzzes near the ceiling.

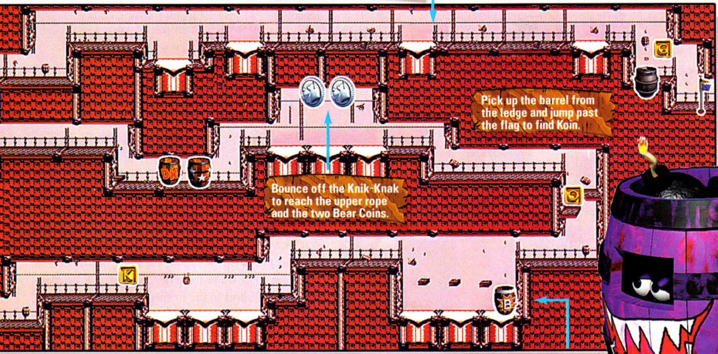


Use the Steel Barrel to take out the Buzzes to the left and then Koin.



When you exit the sled, go to the right to the Bonus Barrel. When you complete that area, jump over the first Bonus Barrel to blast into the second one.

It's a Karbine convention up here! Use the rope to keep an eye on the Karbines above and avoid the Knockas below.

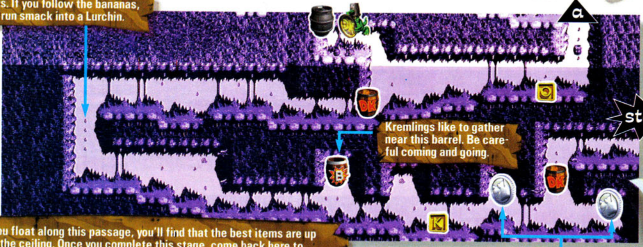


Pick up the barrel from the ledge and jump past the flag to find Koin.

Bounce off the Knik-Knak to reach the upper rope and the two Bear Coins.

Jump or helicopter spin off the edge of the platform to find this Bonus Barrel. Use the lone banana floating above the barrel to gauge your leap.

Haunted Hollows



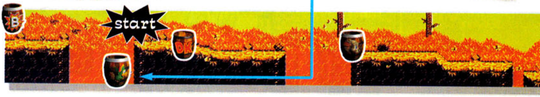
This passage is especially dangerous. If you follow the bananas, you'll run smack into a Lurchin.

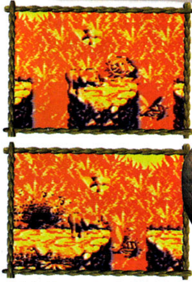
Kremlings like to gather near this barrel. Be careful coming and going.

As you float along this passage, you'll find that the best items are up near the ceiling. Once you complete this stage, come back here to stock up on Bear Coins. You'll find two right near the starting point.

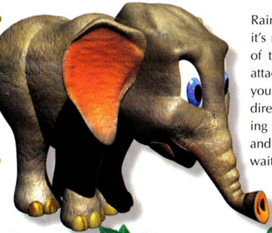
Rainforest Rumble

This Squawks Barrel is just on the edge of the screen, so flap hard as soon as you change, or you'll drop right off.

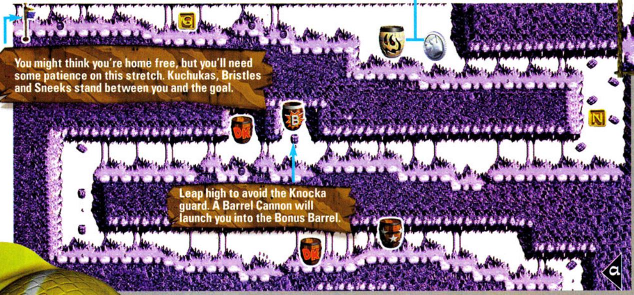




Quick reflexes are essential here. When you jump between platforms, be ready to fire as soon as you land.



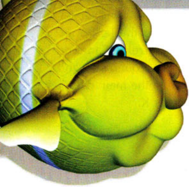
Rainforest Rumble looks pretty straightforward, but it's not without its own hazards. You'll spend most of the stage as Ellie the Elephant, and her trunk attack can be a bit awkward to use. Remember that you can press Up or Down on the Control Pad to direct the jet of water from her trunk. You'll be making a lot of blind leaps from platform to platform, and there will often be a Sneek or a Bristle lying in wait for you. Be ready to fire downward as soon as you land.

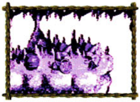


You might think you're home free, but you'll need some patience on this stretch. Kuchukas, Bristles and Sneeks stand between you and the goal.

Leap high to avoid the Knocka guard. A Barrel Cannon will launch you into the Bonus Barrel.

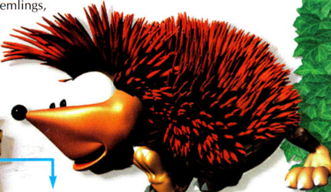
Jump into the Ghost Barrel when it appears to launch yourself into the air. This Ghost Barrel will shoot you up to the next ledge, but it will also put you right into a Kuchuka's line of fire.



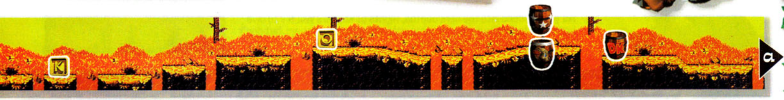


Hop up out of the water to find the Steel Barrel and Koin.

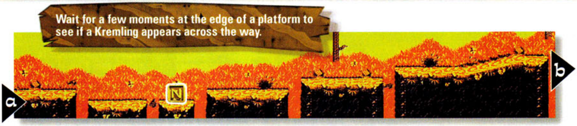
By this time, you've probably come to trust the banana trails that have led you safely through a myriad of dangers on land, under sea and in air. In Haunted Hollows, however, you'll be better off ignoring these fruit-flavored sign posts. As you make your way through the underwater portion of this stage, ignore the bananas and stick close to the walls and ceilings. You may miss a few handy items, but you'll avoid the majority of the Kremlings, as well.



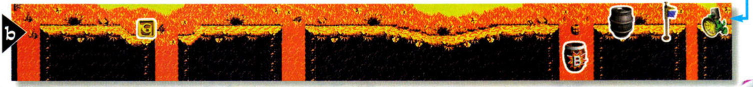
Chances are you'll be a little roughed up by the time you reach the halfway point and the Star Barrel. Luckily, you'll also find an Ellie Barrel at the halfway point to replenish yourself.



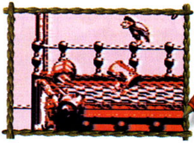
Wait for a few moments at the edge of a platform to see if a Kremling appears across the way.



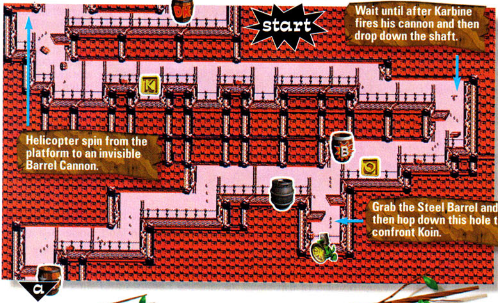
Take a flying leap past the flag and over the gap to find Koin.



Barrel Boulevard



If you take the first alternate route, you'll collect a Bear Coin and a 1-Up Balloon along the way.



Wait until after Karbine fires his cannon and then drop down the shaft.

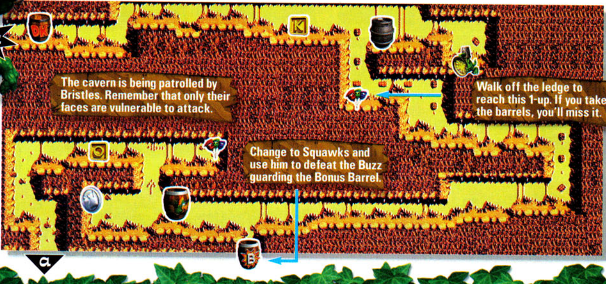
Helicopter spin from the platform to an invisible Barrel Cannon.

Grab the Steel Barrel and then hop down this hole to confront Koin.

Barrel Boulevard has two alternate routes, the first near the start of the stage and the second near the end. To reach the first alternate route from the start, walk to the left until you get to the first step. Using Dixie, spin up and to the left to an invisible Barrel Cannon. You'll be shot around a bit and then return to the main path just past the letter K.

Ghoulish Grotto

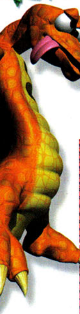
As you descend into the dark depths, flights of Kopters will try to dive bomb you from above. You can jump onto them to defeat them, but don't strike from the side or from below.



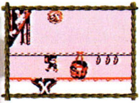
The cavern is being patrolled by Bristles. Remember that only their faces are vulnerable to attack.

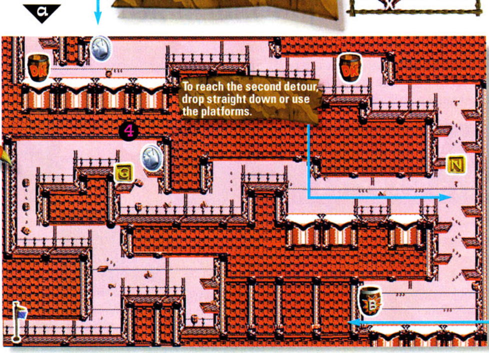
Walk off the ledge to reach this 1-up. If you take the barrels, you'll miss it.

Change to Squawks and use him to defeat the Buzz guarding the Bonus Barrel.

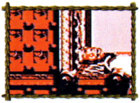


Wait until Klasp appears on the screen before you make your leap for the Bear Coin. If you jump at the coin as soon as you see it, chances are you'll come down right on top of Klasp's head.





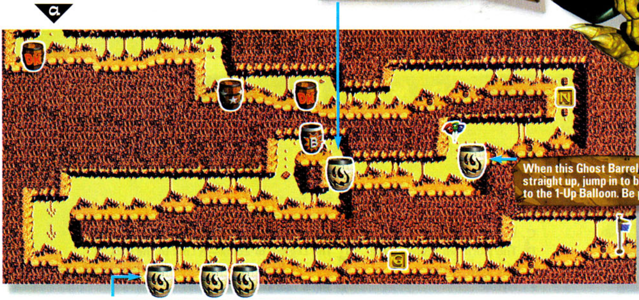
To reach the second detour, drop straight down or use the platforms.



Explore the Bonus Area and then drop into this corner. Barrel Cannons will send you through the wall.

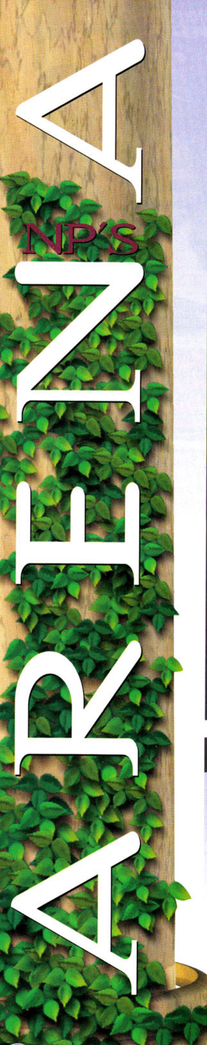
You'll spend a lot of time in Ghoulish Grotto playing a waiting game with Ghost Barrels, but the rewards will be worth the delays. When using Squawks, you may have trouble getting some enemies into your line of fire. Back off and try to target them from a distance. You can sometimes bounce your shots off the end of a platform to hit your target.

Wait until this Ghost Barrel is pointing diagonally up and to the left before you jump in. It will then boost you directly into the Bonus Barrel. If you fall down the shaft, you'll have to repeat the stage to get another chance at this.



When this Ghost Barrel is pointing straight up, jump in to boost yourself up to the 1-Up Balloon. Be patient!

Take care on this final stretch. If you have the misfortune to step into one of these Ghost Barrels, it will shoot you directly into the saw blade of a waiting Buzz. You have lots of time, so sit tight until the barrels pull their disappearing acts.



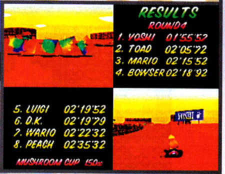
CHALLENGE #1

HARVEST MOON

Jerry Lim of Rosemead, California, mailed in an Arena challenge for Harvest Moon. How much gold can you earn in two and a half years? Can you earn a million on the farm? Make sure you clear all your land and start planting your crops during the first night. If you need more time- and money-saving tips, check out the Harvest Moon Epic Center Strategy section in Volume 96. The 25 wealthiest farmers will win four Super Power Stamps.

CHALLENGE #2

MARIO KART 64

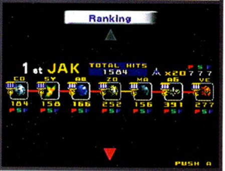


```
RESULTS
ROUND4
1. YOSHI  01'55"52
2. TOAD   02'05"72
3. MARIO  02'15"52
4. BOWSER 02'18"92
5. LUIGI  02'19"52
6. D.K.   02'19"79
7. WARIO  02'22"32
8. PEACH  02'35"32
MUSHROOM CUP 150cc
```

The Mario Kart 64 challenge circuit continues this month as the racing spotlight shines on the Kalimari Desert's hot sandy track. You could rip up this course if you saved your Super Stars for the shortcut through the train tunnel. If you're looking for other shortcuts, be sure to check out Nintendo's Official Mario Kart 64 Player's Guide. The fastest 25 drivers will win four Super Power Stamps, good for cash off cool gear in the Power Supplies Catalog.

CHALLENGE #3

STAR FOX 64



Jeff Cooper of Winnipeg, Manitoba, is a big fan of Star Fox 64. He mailed in an Arena Challenge for the top aces in North America: What's the highest game score you can earn? If you fly a difficult route across the Lylat System, will it add more hits to your score than an easier path? Scramble to your Arwing and start doing some high-scoring reconnaissance runs. The 25 highest flying foxes with the best scores will win four Super Power Stamps.

MIX AND MATCH

How well do you know your game geography? See if you can match these lands, worlds and kingdoms with their games. This game is strictly for fun, so don't mail in your answers! Look for the correct matches in next month's Arena.

A. Jimbe Land
B. The Mushroom Kingdom
C. Bomber World
D. The Northern Kremisphere
E. The Lylat System
F. Hyrule
G. The World of Balance
H. Ticondera

E. Star Fox 64
H. The 7th Saga
G. Final Fantasy III
F. The Legend of Zelda—A Link to the Past
D. Donkey Kong Country 3: Dixie Kong's Double Trouble!
B. Super Mario 64
A. Mole Mania
C. Bomberman 64

BLAST CORPS

Best Times for Orion Plaza (Volume 99)

Robert Coulson	Phoenix, AZ	0:22.0
Danny Womack	Converse, LA	0:23.1
J.M. Olorga	Panorama City, CA	0:24.4
Mike Vespa	Peoria, IL	0:24.4
Christian Wilder	San Jose, CA	0:24.5
Jonathan Hamner	Jonesboro, GA	0:24.7
Andrew Peterson	Fenton, MI	0:25.6
Adam Bartlett	Toronto, ON	0:25.8
Ty Henrie	Neola, UT	0:26.1
Kendon Black	Norco, CA	0:26.2
Champ McKiver	Redlands, CA	0:26.2
Doug Altenweg	Perry, OH	0:26.6
Casey Neil	Springdale, AR	0:26.6
Steve Mercer	Wheeling, WV	0:26.7
Mark Gehrke	Phoenix, AZ	0:26.8
Justin Savas	Algonquin, IL	0:27.0
Brandon Meier	Salinas, CA	0:27.4
Joel Dodgen	Humboldt, IA	0:27.5
Jason Smith	Arlington Heights, IL	0:27.6
Jeremy Manieri	Willowick, OH	0:27.7
Josh Bloomquist	Glenview, IL	0:27.8
Mitch Jones	West Dundee, IL	0:28.3
Jake Croft	Powell, TN	0:28.4
Steven Howell	Beverly, MA	0:28.9
Phillip Sharpless	Jackson, MS	0:29.1

KILLER INSTINCT GOLD

90-Combo Hits!

Steven Kuberek	Stroudsburg, PA	Fulgore
Nam Nguyen	Burnsville, MN	Jago

KIRBY'S SUPER STAR DELUXE

Best Times for Grand Prix Mode in Gourmet Race (Volume 88)

Eric Hubers	Ripon, CA	1:44.33
J & M Iwamasa	Newark, CA	1:54.80
M. De Guzman	San Jose, CA	1:59.76

SUPER MARIO 64

Collected 152 Coins in Wet-Dry World (Volume 97)

Adam Ansari	Downey, CA
Joel Bickel	Mayville, MI
Luke Bruehlman	Allison Park, PA
Joseph Casper	West Sayville, NY
Ryan Craft	Shelby, OH
Marc Fantasia	East Greenwich, RI
Steven Gall	St. Catherines, ON
Chuck Grant	Pickens, SC
Ryan Heuser	Margate, FL
Danny Jamison	Lower Burrell, PA
Philip Kaestle	Mercer Island, WA
Keith Komos	Houston, TX
Matthew Leung	Toronto, ON
Ralph Marquez	Chula Vista, CA
Ozzie Mejia	Bellflower, CA
Matt Monahan	West Palm Beach, FL
Steven Muller	Staten Island, NY
Chase Newton	Donnellson, IA
Adam Pettis	Cranston, RI
Derek Raguindin	Costa Mesa, CA
Jason Ross	Warwick, RI
David Serio	Manteca, CA
Steven Stanley	Chicago, IL
Michael Sweet	Houston, TX
Jonathan Trees	Holbrook, NY
Robert Vega	Liberty, TX
Shawn Williams	Mesa, AZ

SUPER MARIO 64

Collected 151 Coins in Big Boo's Haunt (Volume 92)

Brice Bagley	Grimes, IA
Shane Henderson	Britain, ON
Dan Hurd	Las Vegas, NV
Clive Lin	Vancouver, BC
Michele McDuff	Elk Grove, CA
Antonio Prado	Compton, CA
Sards Purino	East Alton, IL
Ryan Rose	League City, TX
Kyle Rousell	Meraux, LA
Zach Ruppel	Sarahsville, OH
Sammy Saber	Terre Haute, IN
Derek Saclolo	Palmdale, CA
Sally Sapp	Collinsville, IL
Scott Schaefer	Memphis, TN
Nick Schell	Lancaster, CA
Jay Schweikert	Dallas, TX
Alex Scroggins	Anniston, AL
Issac Selya	Cincinnati, OH
Josh Simon	Fulton, NY
Dustin Siniard	Atkinson, NE
Joel Szymczar	Tacoma, WA
Clarence Tam	Monte Sereno, CA
Gary Tate	Beavercreek, OH
Josh & Tony Terhune	Whiteland, IN
Robin Testa	Yolo, CA
Daniel Thomas	Lawrenceville, GA

SUPER MARIO 64

The SLOWEST (9:59.9) time for the Princess's Secret Slide

Ryan Adcock	Houston, TX
Tim Angerett	Prospect, PA
Jeffery Blanco	Bayshore, NY
Sam Blumberg	Rancho Palos Verdes, CA
Marc Bostrom	Vineland, NJ
Andrew Chang	Culver City, CA
Adam Cleveland	Crystal Lake, IL
Brian George	Fort Collins, CO
Gerald Golden	Keller, TX

SUPER MARIO KART 64

Best Times for Time Trial on Luigi Raceway (Volume 98)

William Reddin	Cliffwood Beach, NJ	1:42.82
Jason Shepard	Jonesboro, IL	1:42.87
Jonathan Plichta	Milford, MI	1:42.92
Todd Cochran	North East, MD	1:42.93
Jason Cook	Flagstaff, AZ	1:43.09
Michael Ortiz	New York, NY	1:43.36
Jesse Couch	Nelson, BC	1:43.38
Zach Ruhe	Henderson, NE	1:43.38
Anthony Persaud	San Juan, PR	1:43.42
Robert Krantz	New Orleans, LA	1:43.43
David Draikiwicz	Spotswood, NJ	1:43.44
Jackson Wood	Cherry Valley, CA	1:43.45
Mike Riccio	Johnston, RI	1:43.52
Dan McKenzie	Presque Isle, WI	1:43.56
Adam Lee	Fairfax Station, VA	1:43.61
Nathan Byrwa	Novi, MI	1:43.65
Will Jordan	Westport, CT	1:43.67
George Vailas	Sherwood Park, AB	1:43.71
Andrew Beckett	Sheboygan, WI	1:43.72
Derek Taylor	Solon, OH	1:43.73
Kenneth Chan	San Jose, CA	1:43.76
Ryan Kelso	Vancouver, WA	1:43.90
Brad Lichtblau	Olympia, WA	1:43.91
Miles Hamblen	Wasilla, AK	1:43.93
Sean Laythe	Stafford, VA	1:43.97

SUPER PUNCH-OUT!!

Best Records

Daniel Cowdin	Reno, NV	255-0
David Seiler Jr.	Aston, PA	210-0

TUROK: DINOSAUR HUNTER

Best Time for Training Challenge Course (Volume 98)

Christian Wilder	San Jose, CA	2:45
Keith Alnutt	Central Square, NY	2:46
Kyle Daley	Fruit Heights, UT	2:46
Luke Price	Lake Havasu City, AZ	2:46
Scott Sporleder	Laguna Niguel, CA	2:46
Justin Lapp	Menomie, WI	2:47

WAVE RACE 64

Best Times for three laps around Twilight City (Volume 98)

Tommy Yoder	Ridgeley, WV	1:26.369
Jesse Couch	Nelson, BC	1:26.611
Adam Richard	Greensboro, NC	1:26.643
Nik Meeks	Signal Mountain, TN	1:27.758
Brian Kress	Maumee, OH	1:29.339
John Mapletoft	Saskatoon, SK	1:29.802
Jorge Alfonso	Caguas, PR	1:29.919
Mark Thompson	Marysville, MI	1:30.347
Nathan Gray	Thomson, IL	1:30.649
Jared Prunty	Winchester, VA	1:30.934

WAYNE GRETZKY'S 3-D HOCKEY

Most goals in a 20-minute period against the computer (Volume 94)

Corey Dowrey	Fairfield, OH	115
Gaby Devarona	Miami, FL	89
Loc Pham	Northampton, PA	71
Joshua Rexhausen	Cincinnati, OH	58
Aaron Carrico	Cincinnati, OH	50

Write your name, address and Member Number on the back of your photo. The Arena challenges featured in this issue must be received no later than January 10, 1998. The top qualifiers will receive Super Power Stamps. Include your N64 or Super NES in the photo of your high score. Dim the lights and then take a few photos without a flash. If you're taking a photo of a Game Boy, place it on a flat surface. Address entries to:

POWER PLAYERS' ARENA
P.O. BOX 97033
REDMOND, WA 98073-9733

NOW PLAYING

Your Power Guide To The Latest Releases

December 1997

DIDDY KONG RACING

- Rare/96 Megabits
- 1 to 4 players simultaneously
- Controller Pak and Rumble Pak compatible
- 33 tracks (plus mirror tracks)

KIDS TO ADULTS K-A CONTENT RATED BY ESRB

N64

SCORES

E-8.7

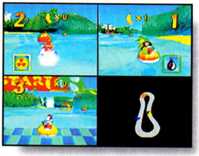
J-8.2

P-9.0

SD-8.0

T-8.4

It's not just a race, it's a Rare adventure for the N64.



GRAPHICS Rare has raised the N64 graphics bar in DKR by using smooth texturing techniques, special lighting effects and Real-Time Dynamic Animation (RDA.) The overall effect is to give players a rich environment that is immersive, surprising and fun.

PLAY CONTROL Controls for the car and plane are easy to learn and master. Piloting the hovercraft isn't quite as easy, but the challenge makes things more interesting.

GAME DESIGN At first glance, you might think that DKR is just a composite of earlier N64 games like Mario Kart 64, Wave Race 64, Pilotwings 64 and Super Mario 64, but the final product stands out as a unique and involving experience.

SATISFACTION The adventure game and the many multiplayer options give DKR a lot of replay value. Even if you defeat every track and boss, you can go back and set course records.

SOUND Once again Rare shines with the sound effects, speech and music in Diddy Kong Racing. Many of the tunes are quirky, fun and entirely original. The voices of bosses make the game come alive.

COMMENTS Scott P: *N64 games have come a long way in their first year. DKR is proof of it.*
Henry: *Mario Kart owners may overlook it, but they shouldn't. It's very different.*
Sonja: *Lots of levels and challenges, but it won't challenge everyone.*

0 2.5 5.0 7.5 10

8.6

OVERALL RATING

GRAPHICS=9.1 PLAY CONTROL=9.0 GAME DESIGN=8.4 SATISFACTION=8.3 SOUND=7.6

CHAMELEON TWIST

- Sunsoft/96 Megabits
- 1 to 4 players simultaneously
- Backup memory
- Rumble Pak compatible
- 6 Worlds

KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

SCORES

H-6.0

P-4.6

SD-8.4

SP-5.1

S-5.4

A twisted adventure that you can really wrap your tongue around.

GRAPHICS Many of the things you encounter in Twist, such as the characters themselves, are clever and fun. Less fun is the problem of fixed camera angles, which forces you to play through many areas with awkward perspectives. In other places, poor textures make it difficult to locate ramps, walls and platforms.

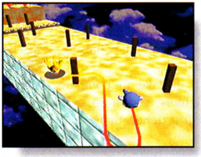
PLAY CONTROL The controls are just as inventive as the graphics, and much of the innovation has to do with the use of your incredibly versatile tongue. It's not intuitive, but it can be fun once you learn it.

GAME DESIGN Basically a platform game, Chameleon Twist gives players action puzzles and plenty of baddies to gobble up. Some of the movement and puzzles are quite innovative.

SATISFACTION Quirky games sometimes offer a nice diversion, and that's what you can expect from Chameleon Twist. The game is geared to a younger audience, but those players may become frustrated by the camera perspective problems.

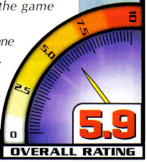
SOUND The music varies widely, but all of it is bouncy and repetitious. The effects are standard whoops and bells.

COMMENTS Scott P: *It's fun for awhile, but the novelty wears off and the camera angles are a real problem.*



Henry: *Lots of variety but the overall pace of the game is slow.*

Jason: *Gene Simmons, eat your heart out.*



5.9

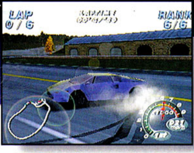
OVERALL RATING

GRAPHICS=5.8 PLAY CONTROL=6.0 GAME DESIGN=6.6 SATISFACTION=5.4 SOUND=5.2

AUTOMOBILI LAMBORGHINI

- Titus/32 Megabits
- 1 to 4 players simultaneously
- Controller Pak and Rumble Pak compatible
- 8 cars
- 6 tracks

KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB



SCORES

D-8.4

P-7.3

SD-6.5

SP-6.6

S-4.3

Take the wheel of one of the hottest production automobiles in existence.

GRAPHICS Lamborghini features realistic tracks and cars, good animation without slowdown when the track gets crowded, and special effects that vary in quality. The lens flares are way too obvious, for example. But the real visual thrill is in the landscape as you scream through villages, past farms and through the European countryside. Can you say Autobahn?!

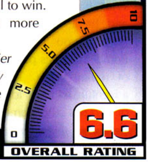
PLAY CONTROL Titus used a solid physics model to create the feeling of sitting behind the wheel of some of the world's fastest production cars. That sense of the road is conveyed in the tight handling and by the Rumble Pak's direct feedback.

GAME DESIGN Unlike Top Gear Rally with its difficult courses, the challenge of Lamborghini is to duel with other cars for first place. The AI is smart and realistic. Titus also included a four-player mode, adding to the party value of this game.

SATISFACTION Automobili Lamborghini may have a funny sounding name, but the racing is serious, and players will have serious fun. You'll have to drive well to win.

SOUND Lamborghini doesn't add much more than standard music and engine sounds.

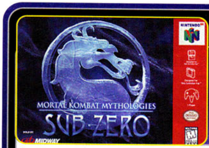
COMMENTS Scott P: *The handling is easier than in Top Gear Rally and the cars are pretty cool.* Sonja: *It felt unfinished. I could have used more tracks and more challenge.*



6.6

OVERALL RATING

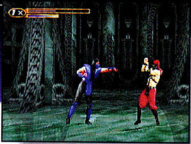
GRAPHICS=7.2 PLAY CONTROL=7.0 GAME DESIGN=6.4 SATISFACTION=6.6 SOUND=5.0

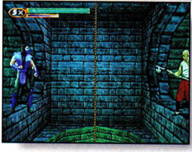


MORTAL KOMBAT MYTHOLOGIES: SUB-ZERO

- Midway/128 Megabits
- 1 player
- Controller Pak and Rumble Pak compatible
- 8 levels

MATURE
M
AGES 17+
CONTENT RATED BY ESRB





Is it a myth or just mortal mayhem? Power exposes Sub-Zero's past.

GRAPHICS The most impressive graphics are in the cinema scenes that reveal Sub-Zero's story between action stages. MK creator John Tobias created these images for the N64, adopting a dark, brooding style that perfectly suits to the game. The rest you've seen before.

PLAY CONTROL Play control has some quirks. Sub-Zero doesn't automatically turn to face enemies, for one thing. You have to turn him around manually. Bad idea. Another oddity is that the game was designed to use the Cross Pad rather than the Control Stick, but you have to use the stick in some areas to run. Talk about confusing. Finally, platform jumping is brutal.

GAME DESIGN It would be a mistake to compare Mythologies to tournament fighters. It's more of a Final Fight style game, and it's richer than most scrolling fighters.

SATISFACTION Few MK fans will be able to resist this game's lure, but due to the difficulty of some moves and boss characters, few may complete it.

SOUND Standard grunts and slaps for MK during the fighting and good sound effects.

COMMENTS Henry: *More depth than most side-scrollers, but poor game-play balance.* Jason: *An ambitious concept, but then so was "Cop Rock." It's awkward and frustrating.* Scott P: *Play before you pay.*

SCORES

H-6.8
J-2.8
P-2.0
SD-4.0
S-5.1

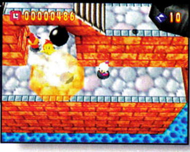
GRAPHICS=5.7 PLAY CONTROL=3.5 GAME DESIGN=4.3 SATISFACTION=3.5 SOUND=4.8

4.3
OVERALL RATING

BOMBERMAN 64

- Nintendo/64 Megabits
- 1 to 4 players simultaneously
- Backup memory
- Controller Pak compatible
- 24 adventure stages
- 10 battle stages

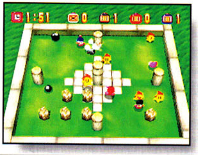
KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB



The fuse is lit on this explosive, multiplayer action game.

GRAPHICS Hudson did a good job, turning the classic game into a full 3-D experience. The camera controls let you move your perspective all around, which is crucial to maneuvering through this open world.

PLAY CONTROL You can kick bombs, pick up and throw bombs, bounce on bombs and, of course, blow them up. Bomberman responds to the Control Stick with analog precision.



GAME DESIGN With both adventure and battle modes to keep you busy, Bomberman has plenty of replay value. The adventure includes lots of puzzles and some tough bosses, but most of it is not a high energy experience. In contrast, the battle mode is frantic fun.

SATISFACTION Hudson did a good job with the mechanics and design, but breaks little new ground from the 16-bit games. Fans of previous Bomberman games should enjoy it, and there will be plenty of new fans who will discover Bomberman for the first time.

SOUND The lilting music doesn't seem to have anything to do with the game. Other sounds and Bomberman's squeaks are on the cute side.

COMMENTS Terry: *The sailing ship multiplayer stage is beyond cool, but the adventure was unbalanced. I beat the final boss on the first try and I bet Dan beat it even before that.* Dan: *Multiplayer rules again.*

SCORES

D-7.2
E-5.9
H-7.4
S-6.0
T-7.5

GRAPHICS=7.5 PLAY CONTROL=7.1 GAME DESIGN=6.9 SATISFACTION=6.9 SOUND=6.5

7.0
OVERALL RATING

WHEEL OF FORTUNE

- Gametek/32 Megabits
- 1 to 3 players simultaneously
- 10 minutes of video Vanna
- 3,879 puzzles
- 30 categories

KIDS TO ADULTS K-A CONTENT RATED BY ESRB

SCORES

H-6.9

J-6.0

SD-6.8

SP-6.5

S-3.8

You'd better mind your Ps and Qs if you want to win your fortune on the wheel.

GRAPHICS Gametek included about 10 minutes of Vanna video, which is all the more impressive given the small memory configuration of the Game Pak. The 3-D sets and 2-D contestants leave a lot to be desired, but the flatness of these graphic elements don't really detract from the essential fun of the game.

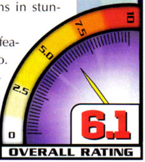
PLAY CONTROL Play control consists of activating the wheel and moving the cursor to choose letters. No problems here.

GAME DESIGN This really feels like the TV show recreated in N64 format. Gametek did a good job in capturing Wheel and cramming it into 32 megabits. As you might expect, the game is at its best when you play against friends. The computer AI is challenging, particularly if you crank up the difficulty level. Computer opponents know the answer after just a few rounds on the higher levels.

SATISFACTION It's fun, and that's what games are all about. If you like word puzzles like Wheel of Fortune, this N64 version will give you hours of entertainment. If you expect to see Vanna fighting dragons in stunning 3-D, go back to sleep.

SOUND The sound is true to the show and features over ten minutes worth of digitized audio.

COMMENTS Sonja: *The puzzles aren't supposed to repeat themselves, but they do if you turn off the game.* Jason: *Embarrassingly fun.*



GRAPHICS=**5.3** PLAY CONTROL=**7.0** GAME DESIGN=**5.5** SATISFACTION=**6.5** SOUND=**6.5**

BEHIND THE NUMBERS AND NAMES

EVALUATORS

Our evaluators have spent years playing and evaluating games for Nintendo and Nintendo Power. They all have their favorite categories, but they play and evaluate every game we receive. Follow your favorite pro in each issue's Now Playing.

ARMOND–Fighting, RPGs, Adventures

DAN–Action, Adventures, Sports

ERICH–Sports, RPGs, Adventures

HENRY–Fighting, Action, Sports

JASON–Adventures, Action, Puzzles

PAUL–Fighting, Sports, Simulations

SCOTT D.–Action, Fighting, RPGs

SCOTT P.–Sports, Simulations, Adventures

SONJA–Puzzles, RPGs, Fighting

TERRY–RPGs, Simulations, Puzzles

RATINGS

Each Power Meter category is weighted to reflect its overall importance. We feel that Satisfaction and Game Design are the most important areas, closely followed by Play Control and Graphics. Sound tends to be less important for most games.

GAME DESIGN: 25%

GRAPHICS: 20%

SATISFACTION: 25%

PLAY CONTROL: 20%

SOUND: 10%

AGE RATINGS

These are the official ratings from the Entertainment Software Ratings Board that reflect appropriate ages for players. To contact the ESRB, call 1-800-771-3772.

EC Early Childhood

K-A Kids to Adult

T Teen (13+)

M Mature (17+)

AO Adult (18+)

NR Games that were released prior to the commencement of the ratings system are designated NR.

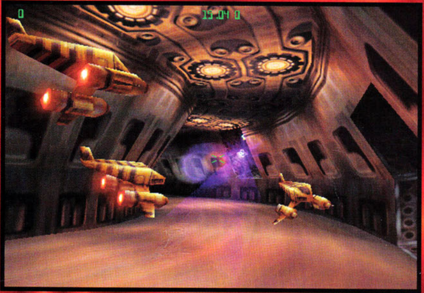
PAK WATCH

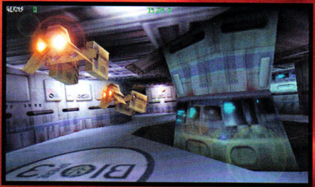
THE INSIDE SOURCE ON FUTURE GAMES

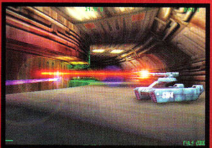
This month's Pak Watch is filled with plundered pics from Forsaken, Nagano Winter Olympics '98 and many more upcoming titles like Acclaim's baseball game, (never before seen) and the latest on Wario Land 2 from Nintendo. As an added bonus, we have an inside look at Boss Studios' Twisted Edge Snowboarding.

FORSAKEN

Imagine that a fusion experiment gone wrong on earth has devastated the entire solar system and that the remnants of human civilization have been declared open territory for galactic scavenging. Now imagine that you have come to the charred remains seeking your fortune. In Forsaken from Acclaim, you won't have to imagine it. It seems very real. Players take on the role of intergalactic opportunists on futuristic pioncycles. They'll have to battle human mutants in the remaining earth colonies, avoid traps, bust down doors and earn big bucks from the plunder. With 15 areas and 15 bikes, Forsaken has a lot of highspeed territory to cover, but it's not a racer like Extreme-G. This game has more the feeling of Descent. The AI is particularly interesting since enemies respond to attacks based on the type of weapon that you're using. Although the screen shots shown here were taken from the PC version of Forsaken, which is in development at Iguana U.K. along with the N64 game, Acclaim assures us that the graphics are virtually identical. Some of the graphic eye candy includes individual light sourcing and a cool missile cam.

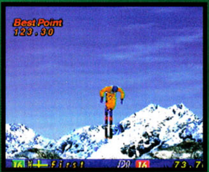


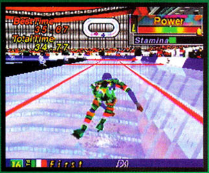


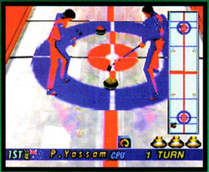


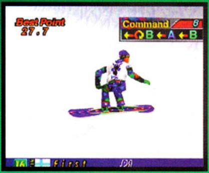
NAGANO WINTER OLYMPICS '98

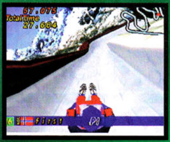
The Olympic games started early here at Pak Watch. Konami just sent us an 80% version of the upcoming multiple sport game for the N64 and we immediately dropped everything else. Our virtual Olympics began with Downhill skiing and moved on to cover each of the eleven other sports including curling, luge, bobsled, 1500 meter speed skating, 500 meter speed skating, giant slalom snowboard, halfpipe snowboard, freestyle skiing, ski jumping 120 meter, ski jumping 90 meter, and alpine skiing giant slalom. Each event takes place in a 3-D environment based on the real runs or sites in Nagano, Japan where the Olympics will be held. Since the various sports require an assortment of controller styles, the control functions pop up before each event—very handy, even though some of the controls are pretty tricky to master. Unlike some previous Olympic games, Nagano looks to be a real challenge. The competition level of the computer challengers seems truly elevated. You can play the Olympic mode and compete for medals in individual events or try the Championship mode in which you compete in every sport. One to four players can compete alternately and games can be saved on your Controller Pak. Although the game is supposed to make use of the Rumble Pak, as well, this version didn't support it. Overall, the game looks sharp and includes some great special effects like reflections in the ice. Some of the non glamor sports such as curling were a real surprise, and very fun. Who would have thought that N64 curling would be big? Nagano Winter Olympics '98 is on its way to North America and should be here in time to go for the gold in February. Let the games begin.

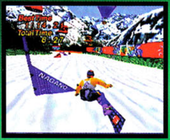


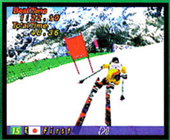


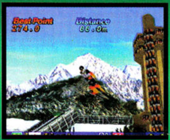


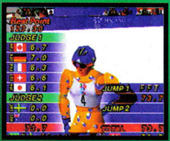


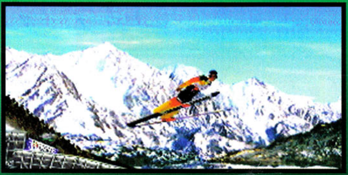


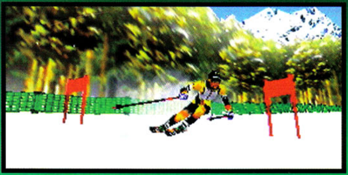


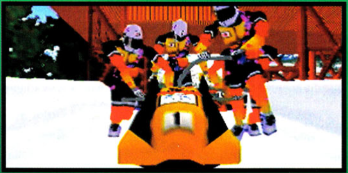






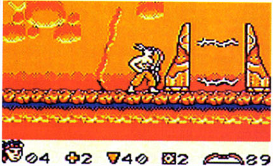


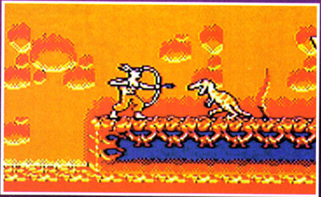


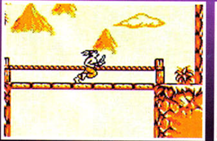


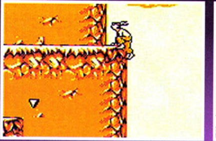
TUROK FOR GAME BOY

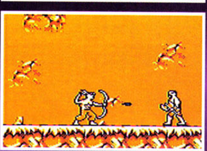
Turok: Battle of the Bionosaurs for Game Boy doesn't have to take a back seat to its big brother for the N64. Bit Masters put together an excellent action-packed game for Acclaim featuring the heroic champion of the Lost World (no relation to the game from THQ noted elsewhere.) Turok uses a ton of weapons as he battles through intricate, side-scrolling stages with lots of vertical sections. He encounters many of the items and enemies first seen in the N64 game, so the basics of this Turok adventure will seem familiar even in side-scrolling format. Excellent play control and good graphics don't hurt, either. The Turok character looks good and moves with precision. For Game Boy veterans who are looking for something new this holiday season, Turok fills the bill. You should be able to find it in stores by December and Nintendo Power will give you some strategic help in next month's issue.





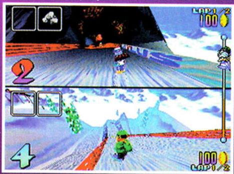






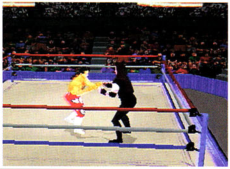
SNOWBOARD KIDS

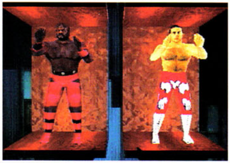
Atlus has scooped the world on N64 snowboarding action, and we're here to tell you that Snowboard Kids is very cool. Unlike the snowboarding events in Nagano Winter Olympics '98 and Twisted Edge Snowboarding, Snowboard Kids takes more of a Mario Kart 64 approach. You pick up items such as soda cans to throw at your opponents as you race down one of six courses. Not only do you need to go fast, but you should also throw in some stunts to add to your point total. Up to four players can join in the mayhem in the Battle mode while the Skill mode and Time Attack are for single players. Atlus is bringing this game out in Japan, but has not decided on its North American release quite yet. The good news, however, is that Atlus has already translated the game into English, so it can't be too far away. The version we played at Pak Watch was finished except for the translation, and it felt polished. The Rumble Pak worked great and the use of items kept things fresh on every run, even as we got to know the courses. The courses themselves range from typical snowy downhill to fantasy grass courses. At times, you slip along narrow cliff edges while in other areas you find yourself being flung into the air by giant ramps. Clearly, Atlus designed this game for fun. The cartoonish characters reflect this, as well. Each of the five characters has his or her own personality and special moves or stunts. Our best guess is that Snowboard Kids won't be out before January or February, but that could change. We'll keep you up-to-date.

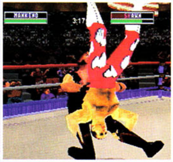


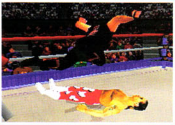
WWF: RAW IS WAR

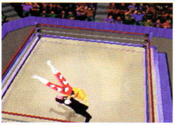
Is the N64 big enough for two wrestling federations? That question will be answered when Acclaim's WWF: Raw Is War meets THQ's WCW Vs. NWO: World Tour this winter. WCW Vs. NWO will have the edge by getting to the stores first, but WWF may give it quite a run when it becomes available. Our confidence is based on several things. First, Sculptured Software is doing the development and their track record was impressive on the Super NES. The animations in this new game are very lifelike, and so far all the game testers have been excited. We hope to get our paws on WWF in the near future to confirm that. The second reason for optimism is the quality of WCW. The designers at Sculptured know that they have to make a fun game if they hope to compete. Both licenses will attract fans, but neither is overpowering. For now, here are the facts. WWF will support one to four players and more than a dozen WWF wrestlers with 300 moves. The wrestlers include the Undertaker, Shawn Michaels, British Bulldog, and Shamrock. The N64 version will feature Royal Rumble action and grudge matches. According to Acclaim, the play control will avoid the button mashing of past WWF titles. THQ isn't scared, but it looks like there's going to be a war on the N64.

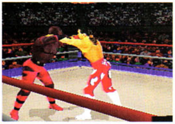






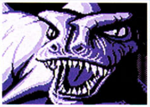


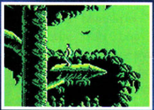


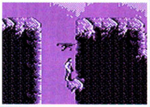


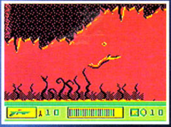
THE LOST WORLD

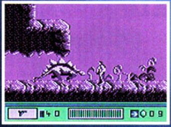
The other Game Boy action blockbuster this year is based on Michael Crichton's sequel to Jurassic Park. The Lost World from THQ puts you on the second island off the Central American coast, lightly armed and facing real dinosaurs. In each side-scrolling stage, you'll have to fulfill mission requirements in addition to staying alive. That's going to be the tough part, because the dinos are hungry and they're fast. As soon as we popped a finished version of the game into our Game Boy, we became a raptor's breakfast. The phrase, "Something has survived," doesn't seem to be in reference to players. Fortunately, passwords let you save progress once you manage to make any and the graphics are interesting and varied so that you want to see what's next. This game is bound to sell like hot cakes, or N64s, this holiday season when it's released. If you want it, you'd better start looking in early December.

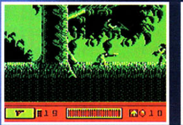


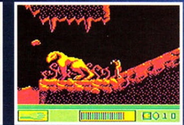








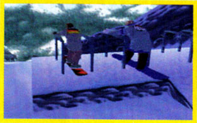




BOSS GAME STUDIOS

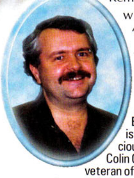
BOSS GETS TWISTED

Your intrepid Pak Watch reporters always enjoy trips to Boss Games, the N64 developers of Top Gear Rally and now Twisted Edge Snowboarding. It's not just that Colin Gordon and his talented crew of programmers, designers and artists produce cutting edge games. And it's not just that Boss Games is right here in Redmond, Washington, one of the great gaming capitals of the world. No, it's because Boss employees maintain a live jungle of poisonous insects, reptiles and other critters right in their offices. (At Nintendo, we aren't allowed to keep anything more frightening than a stuffed Yoshi.) So for thrills and chills, Boss is the place to go. And as it turns out, thrills and chills are exactly what the team working on Kemco's Twisted Edge Snowboarding has in mind.



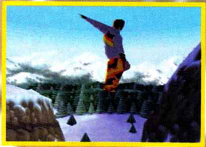
ALL ABOARD

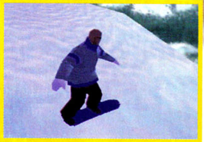
Kemco decided to team up with Boss Games for its second title while Top Gear Rally was still in development. Clearly the association works. For Twisted Edge Snowboarding, much of the design specs came from the development team at Kemco in Japan. For instance, Kemco wants the game to have characters with history and personality. "This isn't a straight simulation of snowboarding," says Colin Gordon, VP of Product Development at Boss Games. "There's a complete story mode, sort of along the lines of Street Fighter II, with eight international characters competing head-to-head for the title of champion. There's a burly Russian, an evil German, a California surfer, a stodgy Brit and a heroic Japanese guy." (We suspect his name is Ryu.) "The story mode is really pretty funny," Colin continued, "in the North American version of the game we're going to keep it hidden as a special bonus. But the main game will still emphasize fun and more of an arcade feel than a straight sim.



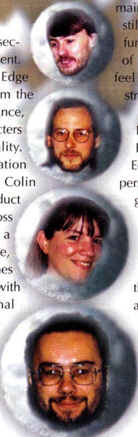
Heading up game development at Boss Games is the gracious prankster, Colin Gordon, a veteran of the development wars whose guests are greeted warmly by a huge, hairy, black spider that drops on their heads at his office door. Although they've produced games on other systems, the N64 is the platform of choice for Colin and his crew.

Brian Johnson demonstrated the cool-o-rific track editor at Boss Games. It took him just a few moments to create an entirely unique course. Brian says there will be surprise characters in the game, but that he won't be including a penguin.





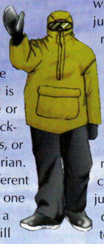
Brian Johnson is the man in charge of seeing that Kemco's vision of snowboarding fun is realized. Brian is both the lead artist and designer of Twisted Edge. Combining these two positions in one person is not something you find at most game development houses. "It's made possible at Boss," explained Colin, "because Brian and our other artist/designers have such a strong gaming background. It's one of the things we look for." Brian isn't alone, of course. Chris Pink, the lead programmer, has been busy creating specialized animation engines and



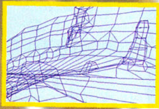
From top to bottom, meet the heads of some of Twisted Edge's creation team: Rob Povey, technical director, John Buffler, stage design artist, Mary Ann Flaherty, character and animation artist, and Chris Pink, lead programer.

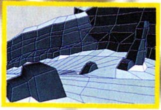
track design tools. (More on this later.) Each of the game's seven courses is assigned to a separate artist for creation from the ground up, so to speak. Even more artists work on the main characters and their animation and a sound specialist creates sound effects and music for the game.

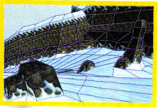
CREATURE FEATURES



So what will you find in this boarding beast when it hits the slopes of Consumer Mountain this March or April? First of all, you'll find a game that packs a lot more into each of the seven runs than you would find on any real mountain. The areas don't try to recreate real snowboarding (or skiing) sites because reality is just too boring. "Each run will probably last three or four minutes and will be packed with places for picking up speed and other places with ramps for stunts, or half-pipes, or other types of terrain," explained Brian. You'll be able to choose different characters, different boards, and difficulty settings. The main mode is one player competition, a tournament that will test your stunt skills and speed on all seven tracks and a possible bonus track. A special mode emphasizes stunt scoring on a Big Jump track that has continuous jumps so you can perform endless stunts. In addition to these modes, and the hidden story mode, there will be a two-player Vs. mode, a practice mode, a stunt scoring mode and a four-player alternating or sequential mode.



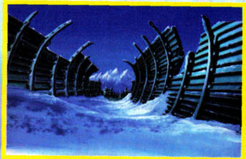


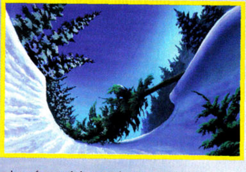


Boss plans on packing all of this game play into a 64-megabit Game Pak with Rumble Pak and Controller Pak compatibility. The analog Control Stick will give players the ability to move on the snow and in the air, controlling sideways spins by pushing left and right and rolling forward or backward by pushing in those directions. The further you push, the greater the speed of the spin or roll.

MAKING TRACKS

Designing games is a complicated business, so making it less complicated is one of the main goals. At Boss Games, they decided to create a powerful course editor that each of the artists could use when putting together the tracks of Twisted Edge. Chris Pink created a sweet tool that works with Alias software, allowing anyone to input track and slope curves that will bend a 3-D object along the path. What this means is that the artist can start with a straight 3-D track, concentrating on where to put bumps, jumps, outcrops of rock or overhanging canyon walls, without having to worry about tweaking slope and turns, which are essentially gaming elements. Once the physical surface of the track is created, they can adjust curves and slope with this super track-o-matic tool just by shifting a few points on a line. "It's great because you don't have to rebuild the track models every time you want to adjust something for game play," Brian says. "It would be even better with the DD since you could include the track editor in the game and players could twist courses any way they wanted."



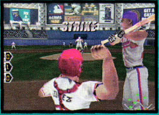


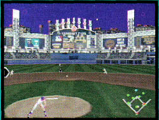
Boss Games is clearly moving ahead, planning for future games and, like all top developers, unwilling to rest on its laurels. "We learned a lot from Top Gear Rally," said Rob Povey, Technical Director at Boss, "and one of the things that we learned is that you have to keep pushing forward. We'd like to do another racing game and include all of the things we wanted to include in TGR but couldn't." Rob and Colin indicated that Boss Games has several more N64 projects in the early stages including a racing game and an adventure. The twisted edge, it seems, may not be so far away from the cutting edge.

Jake Kazdal is the official snowboarding expert working on the game. Not only is he designing courses and keeping everyone honest to the sport, he also finds time to add to his extensive collection of great toys. Jake once worked at Nintendo as a Game Play Counselor—pretty good training for working on the edge.

INSIDER UPDATE

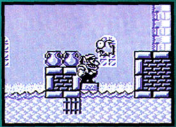
ALL-STAR BASEBALL '98

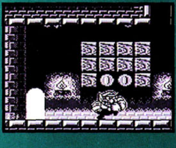




Next year could turn out to be the golden age for N64 baseball fans. In addition to the much-anticipated Ken Griffey Jr. title from Nintendo, several other publishers are set to put their stamp on the nation's pastime, including Acclaim Entertainment. Acclaim's development team at Iguana Entertainment is in the middle of development for this polygonal baseball sim featuring the MLB and MLBPA licenses. Tentatively titled All-Star Baseball '98, the game will focus on variety and realism. For instance, you'll find 100 batter stances ranging from Cal Ripken Jr.'s standing-tall stance to Ricky Henderson's cat-like crouch. But the most ambitious feature may be that individual players will be scaled to the correct proportions of real players and will be texture mapped with that player's features. So when Frank Thomas steps up to bat, you'll know it. All-Star Baseball will have Spring Training mode, Full Season, Playoffs, World Series, and a Home Run Derby. Player statistics are from Stats Inc. and cover 60 categories. The shots shown here were taken from the PC version, which is a little ahead of the N64 game in the development cycle, but the two games are quite similar. In a recent trip to Iguana, your Pak Watch editor got to see some of the N64 baseball game on N64 emulators, and it looked impressive. At this point, all we can say is, let's play ball.

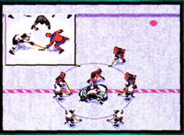
WARIO LAND 2 DMG

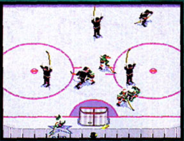




The biggest adventure ever for Game Boy is pushing toward completion. Wario Land 2, an 8 megabit Game Boy game, is already being translated into English for an anticipated release date in February or March. In this vast, 50 stage adventure, pirates have stolen Wario's stash of treasure and Nintendo's best bad boy is enraged. Wario doesn't use hats to change his abilities in this game. Instead, he relies on changing conditions caused by enemy attacks. For instance, if a zombie hits him, Wario turns into a zombie, or if he gets decked by a cake, Wario turns into fat Wario. In certain stages, Wario will have to be in some altered state to complete the stage. The game also features multiple paths that change according to what you do in the game, giving it a lot of replay value and at least several different endings. At the end of it all, Wario will find himself in a sticky situation in Syrup Castle, facing the leader of the pirates, but along the way, he can use the coins that he collects to enter bonus games.

NHL HOCKEY '98





THQ and EA Sports refuse to leave Super NES players out in the cold this year. With NHL Hockey '98, they bring the cold rinks of the NHL right into your home. This year's entry features both the NHL and NHLPA licenses. Players can select Exhibition mode, full Season mode, Practice, Skill Challenge and Shoot Out. The new Skill Challenge gives you a chance to hone your puck-handling skills as well as shooting. Many of the features will be familiar to players of last year's entry, but rosters and logos have been updated and the Canadian national anthem plays when matches are held in Canadian cities. Control remains excellent and the graphics are sharp. It looks like a worthy finale to a great series. Since it will probably be the final NHL game for the Super NES, collectors and fans should consider this when they go out to buy NHL '98 in December. It may disappear pretty quickly.

CRAVE ENTERTAINMENT

A new N64 publishing and developing company has been formed from two separate companies. Big Rain and SVG joined forces recently to create Crave Entertainment. Crave hopes to publish games acquired both here and in Japan in the North American market. They'll begin with Robotron 64 from Player One. In addition to picking up titles for the N64, Crave plans to begin development of N64 titles at its Seattle office. Many of the 20 or so programmers, designers and artists at Crave are veterans of Square Soft and big RPG fans. One of their first projects may well be an RPG for the N64. Crave also has close relationships with Player One and Interplay. Already, a second Player One N64 title is in the works, Milo's Bowl-a-rama, and there could be news from Crave and Interplay, as well.

N64 UPDATE

Natsume, the king of quirky, underground hits, plans to pick up Sumo 64, a sumo wrestling game from Bottom Up in Japan and introduce it to the North American audience. Once again, Natsume proves that you don't have to be big to be courageous. The gamble on Harvest Moon for the Super NES has paid off in strong continuing sales and interest, and plans for a new Game Boy Harvest Moon are moving ahead. (Currently, the game is scheduled for an April release.) But can Natsume find the same success with sumo, a sport that is almost as incomprehensible to most North Americans as Cricket? If anyone can do it, Natsume can. The reports from Japan are that Sumo 64 is a very fun game. We've seen early demos here, as well, and it looked promising.

Elsewhere on the Japanese game front, ASCII seems to be considering the possibility of publishing Aeroguage, its futuristic, N64 racer here in North America and Hudson Soft has been working on polishing up Dual Heroes and LastLegion UX. At Nintendo, development continues on several Pocket Monster projects for the N64 including a link that will allow Game Boy pocket monsters to be rendered in 3-D on the N64. The Pocket Monster phenomenon continues to grow in Japan, where the Game Boy RPG has sold more than five million copies, rivaling the Dragon Quest and Final Fantasy series. Plans to introduce Pocket Monsters to North America should be finalized soon and English language Pocket Monsters may be the big fad here next fall.

Closer to home, Pak Watch will be receiving the first playable version of FIFA: Road to the World Cup '98. Our inside man at EA Sports reports that this N64 soccer game will include all the refinements that they wanted to put into the original FIFA 64. After that, it's anyone's guess which EA Sports title will turn up, but the tentative plan includes Andretti Racing, Nascar Racing, Madden '99, NBA Live '98, NHL Hockey '98, and Need For Speed. That's practically the entire EA Sports lineup.

Other new N64 games that are now in the works include Lego Racers, an on- again, off-again project under development at High Voltage Software. In this game, players will build their own cars from virtual Lego materials, then race them in a Mario Kart-style game. Lego has plans for another seven titles featuring their popular building blocks. At MGM Interactive, Return Fire II has been added to the list along with Dragon Storm. Ocean is now planning to do a Looney Tunes game and may pick up Imagineer's fighting game, Fighter's Destiny, for North American release. At Virgin Interactive, the long-delayed Freak Boy project has, apparently, been given a new lease on life with a new producer. We expect to see something soon, but we've learned not to hold our breath on news of this game. And finally, at Titus, Virtual Chess II should follow Automobili Lamborghini as the second N64 title. An early version of the game received at Nintendo was so hard, though, that you would have to be a world-ranked chess player to compete against it. Titus is now working on new AS, or Artificial Stupidity, to make the game accessible for the rest of us poor slobs.

RELEASE FORECAST

N64

ALL-STAR BASEBALL '98	SPRING '98
BANJO-KAZOOIE	SPRING '98
BODY HARVEST	SPRING '98
CONKER'S QUEST	SPRING '98
DRACULA 3-D	SPRING '98
DUAL HEROES	SPRING '98
EARTHBOUND 64	SUMMER '98
EARTHWORM JIM 3	SPRING '98
F-ZERO 64	WINTER '98
FORSAKEN	WINTER '98
GEX II: ENTER THE GECKO	SPRING '98
HYBRID HEAVEN	SUMMER '98
JEOPARDY!	FALL '97
KNIFE EDGE	SUMMER '98
LASTLEGION UX	SPRING '98
MISSION: IMPOSSIBLE	WINTER '98
MLB FEATURING KEN GRIFFEY, JR.	SPRING '98
NAGANO WINTER OLYMPICS '98	WINTER '98
NBA IN THE ZONE '98	WINTER '98
NHL BREAKAWAY '98	WINTER '98
QUAKE 64	WINTER '98
QUEST 64	SPRING '98
SILICON VALLEY	WINTER '98
SPACE CIRCUS	WINTER '98
SUMO 64	SPRING '98
THE LEGEND OF THE MYSTICAL NINJA	WINTER '98
TONIC TROUBLE	SPRING '98
TUROK 2	SUMMER '98
TWISTED EDGE SNOWBOARDING	WINTER '98
ULTRA LODE RUNNER	WINTER '98
UNREAL	WINTER '98
WCW VS NWO: WORLD TOUR	FALL '97
WCW NITRO	SUMMER '98
WWF: RAW IS WAR	SPRING '98
YOSHI'S ISLAND 64	WINTER '98
ZELDA 64	SPRING '98

Super NES

NBA LIVE '98	FALL '97
NHL '98	FALL '97

Game Boy

BUST-A-MOVE II	WINTER '98
FIFA SOCCER '98	WINTER '98
THE FIDGETTS	FALL '97
GAME & WATCH GALLERY II	WINTER '98
JAMES BOND 007	FALL '97
HERO'S FISHING ADVENTURE	SPRING '98
THE LOST WORLD	FALL '97
SUPERMAN	WINTER '98
TUROK	WINTER '98
WARIO LAND 2	WINTER '98

Coming Next Issue....

Volume 104, January 1998

Yoshi's Story

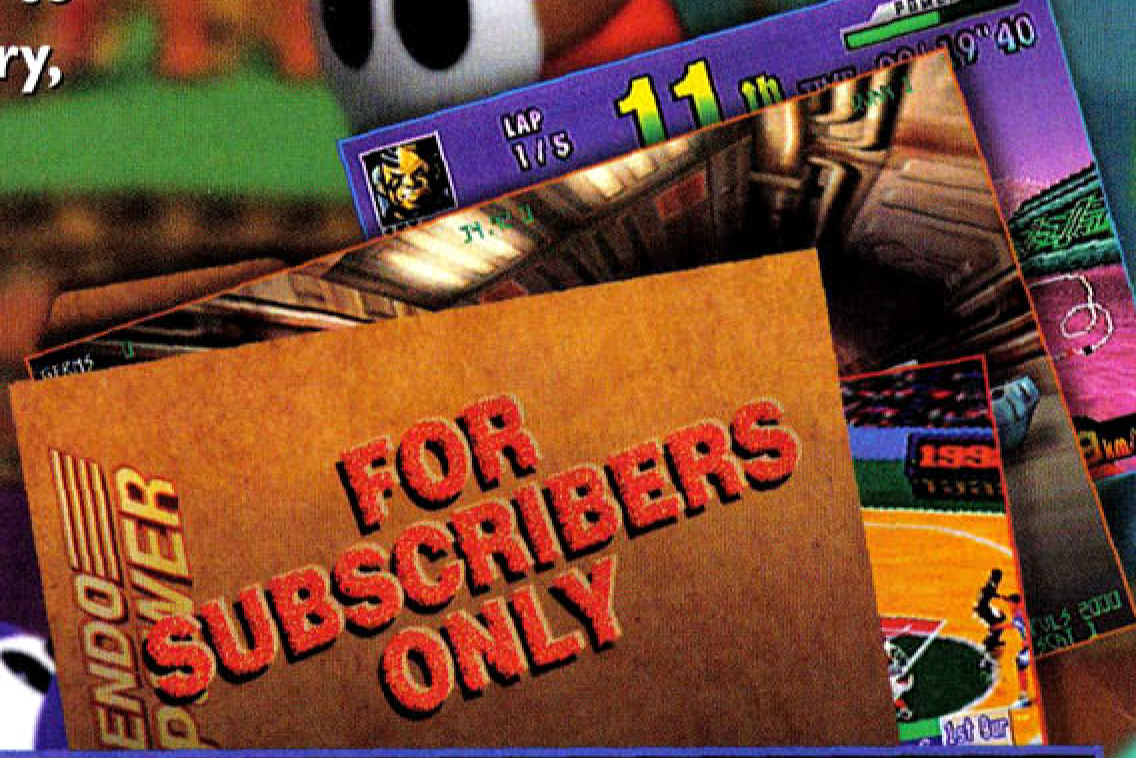
What better way to kick off the new year than with a dazzling preview of one of the N64's most anticipated titles? Our Power staff went all the way to Japan to play and bring you back the scoop on Yoshi's Story, the world's first 2½-D video game adventure.

WCW vs. NWO WORLD TOUR

Flying kicks. Airplane spins. Multiplayer mayhem. The lines are clearly drawn between the WCW and the NWO. Choose your side and get ready to rumble in Volume 104.

SNOWBOARD KIDS

Eat slush, punk! There's only enough prize money for one boarder to qualify for the final race, and if you don't know these strategies, you'll be stuck on the bunny slopes!



Subscriber Bonus Issue:

Subscribers get the cool stuff! Nintendo Power subscribers will receive a special bonus issue featuring exclusive previews of the most incredible games of 1998. Power's expanded coverage will include interviews, photos and highlights of new games in development.

N64

1. AeroFighters Assault
2. Automobili Lamborghini
3. Blast Corps
4. Bomberman 64
5. Chameleon Twist
6. Clay Fighter 63⅓
7. Cruis'n USA
8. Dark Rift
9. Diddy Kong Racing
10. Doom 64
11. Duke Nukem 3-D
12. Extreme G
13. F1 Pole Position 64
14. FIFA Soccer 64
15. GoldenEye 007
16. Hexen
17. International Superstar Soccer 64
18. Killer Instinct Gold
19. Mace the Dark Age
20. Madden 64
21. Mario Kart 64
22. Mischief Makers
23. Mortal Kombat Mythologies: Sub-Zero
24. Mortal Kombat Trilogy
25. Multi Racing Championship
26. NBA Hangtime
27. NFL Quarterback Club '98
28. PilotWings 64
29. Robotron 64
30. San Francisco Rush: Extreme Racing
31. Star Fox 64
32. Star Wars: Shadows of the Empire
33. Super Mario 64
34. Tetrisphere
35. Top Gear Rally
36. Turok: Dinosaur Hunter
37. War Gods
38. Wave Race 64
39. Wayne Gretzky's 3-D Hockey
40. Wheel of Fortune

Super NES

41. Aaahh!!! Real Monsters
42. Addams Family Values
43. The Adventures of Batman & Robin
44. Aerobiz Supersonic
45. Animaniacs
46. Arcade's Greatest Hits
47. Ardy Lightfoot
48. Arkanoid: Doh It Again
49. Bass Master II
50. Bass Masters Classic
51. Bass Masters Classic Pro Edition
52. Bassin's Black Bass with Hank Parker
53. Batman Forever
54. Boogerman
55. Breath of Fire II
56. Brunswick's World Tournament of Champions
57. Bust-A-Move
58. Casper
59. Castlevania Dracula X
60. Chrono Trigger
61. Civilization
62. Clue
63. College Football USA '97
64. College Slam
65. Cutthroat Island
66. Demolition Man
67. Demon's Crest
68. Dirt Trax FX
69. Disney's Aladdin
70. Donkey Kong Country
71. Donkey Kong Country 2
72. Donkey Kong Country 3
73. Doom
74. Dragon View
75. EarthBound
76. Earthworm Jim
77. Earthworm Jim 2
78. Emmitt Smith Football
79. FIFA Soccer '97
80. Final Fantasy II
81. Final Fantasy III
82. Final Fight 3
83. Frank Thomas Big Hurt Baseball
84. Harvest Moon
85. Illusion of Gaia
86. Indiana Jones' Greatest Adventures
87. Judge Dredd
88. Jungle Strike
89. Jurassic Park 2
90. Ken Griffey Jr. Presents: MLB
91. Ken Griffey Jr.'s Winning Run
92. Killer Instinct
93. Kirby Super Star
94. Kirby's Dream Course
95. Kirby's Dream Land III
96. The Legend of Zelda: A Link to the Past
97. Lemmings 2
98. Looney Tunes B-ball
99. The Lost Vikings
100. The Lost Vikings II
101. Lufia II
102. Madden NFL '97
103. Mario Paint
104. Marvel Super Heroes in War of the Gems
105. The Mask
106. Maui Mallard in Cold Shadow
107. Mechwarrior 3050
108. Mega Man X
109. Mega Man X2
110. Mega Man X3
111. Mega Man 7
112. Might & Magic III: Isles of Terra
113. Monopoly
114. Mortal Kombat II
115. Mortal Kombat 3
116. Mr. Do!
117. Ms. Pac-Man
118. NBA Give 'n' Go
119. NBA Hangtime
120. NBA Jam
121. NBA Jam Tournament Edition
122. NBA Live '97
123. NFL Quarterback Club '96
124. NHL '97
125. Ninja Gaidan Trilogy
126. Ogre Battle
127. Olympic Summer Games
128. Pitfall
129. Primal Rage
130. Prince of Persia 2
131. P.T.O. II
132. Revolution X
133. Road Rash
134. RoboTrek
135. Romance of the Three Kingdoms IV
136. Samurai Shodown
137. Scooby Doo Mystery
138. Secret of Evermore
139. Secret of Mana
140. SimCity
141. SimCity 2000
142. Space Invaders
143. Spawn
144. Star Fox
145. Star Trek: Star Fleet Academy
146. Street Fighter Alpha 2
147. Street Fighter II
148. Street Fighter II Turbo
149. Stunt Race FX
150. Super Black Bass
151. Super Bomberman 2
152. Super Mario All-Stars
153. Super Mario Kart
154. Super Mario RPG
155. Super Mario World 2: Yoshi's Island
156. Super Metroid
157. Super Punch-Out!!
158. Super Star Wars
159. Super Street Fighter II
160. Swat Kats
161. Tecmo Secret of the Stars
162. Tecmo Super Bowl III: Final Edition
163. Tetris & Dr. Mario
164. Tetris Attack
165. Timon & Pumbaa's Jungle Games
166. Top Gear 3000
167. Toy Story
168. True Lies
169. Ultimate Mortal Kombat 3
170. Uniracers
171. Urban Strike
172. War 3010: The Revolution
173. WWF Raw
174. WWF Wrestlemania: The Arcade Game
175. X-Men: Mutant Apocalypse
176. Zoop

Game Boy

177. Adventure Island
178. Aladdin
179. Alien Games
180. Animaniacs
181. Asteroids/Missile Command
182. Battle Arena Toshinden
183. Battle Zone/Super Breakout
184. Black Bass Lure Fishing
185. Blues Bros. Jukebox
186. The Bugs Bunny Crazy Castle 2
187. Casino Funpak
188. Castlevania Adventure
189. Castlevania II: Belmont's Revenge
190. Centipede/Millipede
191. College Slam
192. Contra: The Alien Wars
193. Cutthroat Island
194. Defender/Joust
195. Desert Strike
196. Disney's Pinocchio
197. Donkey Kong Land
198. Donkey Kong Land 2: Diddy's Kong Quest
199. Donkey Kong Land 3
200. Donkey Kong '94
201. Dr. Mario
202. DragonHeart
203. Earthworm Jim
204. Earthworm Jim 2
205. The Fidgetts
206. FIFA Soccer '97
207. 4-in-1 Fun Pak
208. Frank Thomas Big Hurt Baseball
209. Galaga/Galaxian
210. Game & Watch Gallery
211. Hercules
212. Hunchback of Notre Dame
213. Iron Man X-O Manowar In Heavy Metal
214. James Bond 007
215. Jeopardy! Platinum Edition
216. Jeopardy! Teen Tournament
217. Jungle Strike
218. Jurassic Park 2
219. Ken Griffey Jr. Presents: MLB
220. Killer Instinct
221. King of Fighters '95
222. Kirby's Block Ball
223. Kirby's Dream Land
224. Kirby's Dream Land 2
225. Kirby's Pinball Land
226. Kirby's Star Stacker
227. Lamborghini American Challenge
228. The Legend of Zelda: Link's Awakening
229. The Lion King
230. Looney Tunes
231. Madden '96
232. Marble Madness
233. Mario's Picross
234. Mega Man
235. Mega Man V
236. Metroid II: Return of Samus
237. Mole Mania
238. Mortal Kombat/Mortal Kombat II
239. Mortal Kombat II
240. Mortal Kombat 3
241. Ms. Pac-Man
242. NBA Jam
243. NBA Jam Tournament Edition
244. NBA Live '96
245. NHL '96
246. Nigel Mansell's World Championship
247. Operation C
248. Pac-Man
249. Paperboy
250. PGA Tour Invitational
251. Primal Rage
252. Q*Bert
253. Samurai Shodown
254. Solitaire FunPak
255. Space Invaders
256. Star Trek: Generations
257. Street Fighter II
258. Street Racer
259. Super Mario Land
260. Super Mario Land 2: 6 Golden Coins
261. Super Return of the Jedi
262. Sword of Hope II
263. Tamagotchi
264. Tazmania 2
265. Tetris
266. Tetris Attack
267. Tetris Blast
268. Tetris Plus
269. Tetris 2
270. Timon & Pumbaa
271. Tiny Toon Adventures 2
272. Toy Story
273. Urban Strike
274. Vegas Stakes
275. Wario Blast
276. Wario Land: Super Mario Land 3
277. WWF Raw
278. Zoop

Upcoming Releases & Other Picks

279. Addams Family Pinball (N64)
280. Andretti Racing (N64)
281. Aero Gauge (N64)
282. Arcade's Greatest Hits: Atari Collection (Super NES)
283. Banjo-Kazooie (N64)
284. Bio Freaks (N64)
285. Body Harvest (N64)
286. Buggie Boogie (N64)
287. Bust-A-Move 2 (Game Boy)
288. Command & Conquer (N64)
289. Conker's Quest (N64)
290. Creator (N64)
291. Dracula 3-D (N64)
292. Dragon Storm (N64)
293. Dual Heroes (N64)
294. EarthBound 64 (N64)
295. Earthworm Jim 3 (N64)
296. Extreme Sports (N64)
297. F-Zero 64 (N64)
298. Family Stadium (N64)
299. FIFA Road to World Cup '98 (Game Boy)
300. FIFA World Cup (N64)
301. Fishing King of the River (Game Boy)
302. Forsaken (N64)
303. Freak Boy (N64)
304. G.A.S.P.! (N64)
305. Game & Watch Gallery 2 (Game Boy)
306. Game Boy Pocket
307. Gex II: Enter the Gecko (N64)
308. Harvest Moon (Game Boy)
309. Harvest Moon (N64)
310. Hybrid Heaven (N64)
311. Jeopardy! (N64)
312. Kirby's Air Ride (N64)
313. Knife Edge (N64)
314. LastLegion UX (N64)
315. The Legend of the Mystical Ninja (N64)
316. The Lost World: Jurassic Park (Game Boy)
317. Madden NFL '98 (Super NES)
318. Magic: The Gathering (N64)
319. Major League Baseball Featuring Ken Griffey Jr. (N64)
320. Mario Paint 64 (N64)
321. Marvelous: Another Treasure Island (Super Famicom)
322. Mission: Impossible (N64)
323. MLB Strike Zone '98 (N64)
324. MLBPA Bottom of the 9th (N64)
325. Nagano Winter Olympics '98 (N64)
326. NBA FastBreak (N64)
327. NBA Hardwood Heroes (N64)
328. NBA In the Zone '98 (N64)
329. NBA Live '98 (Super NES)
330. Need for Speed (N64)
331. NHL '98 (Super NES)
332. NHLPA and NHL Present Wayne Gretzky's 3-D Hockey '98 (N64)
333. Nintendo 64
334. Nintendo 64 Disk Drive
335. PilotWings 2 (N64)
336. Pocket Monsters (Game Boy)
337. Quake (N64)
338. Quest 64 (N64)
339. Quest for Camelot (Game Boy)
340. Rev Limits (N64)
341. Road Rash (N64)
342. Robotech: Crystal Dreams (N64)
343. Rumble Pak
344. SimCity (N64)
345. SimCopter (N64)
346. Snowboard Kids (N64)
347. Space Circus (N64)
348. Space Station: Silicon Valley (N64)
349. St. Andrew's Old Course (N64)
350. Super Mario RPG 2 (N64)
351. Super Mario 64 2 (N64)
352. Super Star Stacker (Super NES)
353. Superman (Game Boy)
354. Superman (N64)
355. Tamagotchi (N64)
356. Tonic Trouble (N64)
357. Turok (Game Boy)
358. Turok 2 (N64)
359. Twisted Edge Snowboarding (N64)
360. Ultra Descent (N64)
361. Ultra Soccer (N64)
362. Unreal (N64)
363. Video Systems Racing (N64)
364. Virtual Chess II (N64)
365. Wario Land 2 (Game Boy)
366. WCW Nitro (N64)
367. WCW Vs. NWO: World Tour (N64)
368. Wild Choppers (N64)
369. Wonder Project J 2 (N64)
370. WWF 6 (N64)
371. Yoshi's Story (N64)
372. Zelda 64 (N64)
372. Zelda 64 (N64)

BACK ISSUES

These Nintendo Power issues are available individually. Add them to your collection! Features in each issue are listed below:

Volume 102 (Nov. '97): Madden 64, NFL Quarterback Club '98, Diddy Kong Racing, San Francisco Rush, Duke Nukem 64, Clayfighter 63 1/3, Top Gear Rally, Kirby's Dream Land 3, Donkey Kong Land III, Konami Close-Up, Diddy Kong Racing, Dual Heroes.

Volume 101 (Oct. '97): Extreme G, Mischief Makers, Mace: The Dark Age, Legion X, Tetrisphere Strategies, AeroFighters Assault, F-1 Pole Position, Super NES Arkaniod, Super NES Space Invaders, Timon and Pumba, Tamagotchi, Donkey Kong Land III, Mortal Kombat I & II (GB).

Volume 100 (Sep. '97): Previews: Zelda 64, Yoshi's Story, Banjo-Kazooie, MLB Featuring Ken Griffey Jr., Bomberman 64, Conker's Quest, Extreme G, WCW vs. NWO World tour, Silicon Valley, San Francisco Rush, Mortal Kombat Mythologies, Duke Nukem 64, NFL Quarterback Club '98, Body Harvest, Top Gear Rally, Quest 64, GoldenEye: 100 Best Ambushes, 100 Best Codes Ever, 100 Best Games of All Time, First 100 Games for the N64.

Volume 99 (Aug. '97): GoldenEye 007 Mission Briefings, Multi Racing Championship, Star Fox 64 Gold Medals, Tetrisphere, Robotron 64, Brunswick WTOC, Ken Griffey Jr. Presents: MLB (GB), Tetris Plus, Mischief Makers Preview, Blast Corps Comics.

Volume 98 (Jul. '97): Star Fox 64, Dark Rift Review, International Superstar Soccer 64, Hexen Part 2, Blast Corps: Expert Levels, Disney's Hercules, Online Update with Amy and Travis, 1997 E3 Preview, Pocket Monsters, Blast Corps Comics.

Volume 97 (Jun. '97): Clay Fighter 63 1/3, Hexen Part 1, War Gods, Turok: Dinosaur Hunter Warp Maps, Aladdin: Race for the Rubies, DKL 2: The Final Levels, Space Station Silicon Valley, AeroFighters Assault, Blast Corps Comics, Tokyo Game Show Report.

Volume 96 (May '97): Doom 64 Strategies Part 2, FIFA Soccer 64, Star Fox 64 Preview, Lost Vikings 2, Blast Corps Strategies Part 2, Donkey Kong Country 3, The 1996 Nintendo Power Awards Winners, Interplay Fun Pak Extravaganza, Wonder Project J2.

Volume 95 (Apr. '97): Blast Corps, Doom 64, Turok: Complete Maps, Clay Fighter 63 1/3 Preview, Wayne Gretzky's 3-D Hockey, Super Metroid, Super NES Doom, Kirby's Star Stacker, Dark Rift Preview, How to Become a Game Tester, Game and Watch Gallery, Game Boy Pocket, Beat the Boss.

Volume 94 (Mar. '97): Turok: Dinosaur Hunter, Power Award Nominations, Doom 64, Super Mario Kart 64, KI Gold: Advanced Combos, The Legend of Zelda: Link's Awakening, The Hunchback of Notre Dame, Beat the Bosses: Super Mario RPG, FIFA Soccer 64, Game of the Future Contest, Harvest Moon.

Volume 93 (Feb. '97): Mario Kart 64, Star Wars: Shadows of the Empire Challenge Points, GoldenEye 007, Turok: Dinosaur Hunter, Top Gear 3000, King of Fighters, Mole Mania, N64 Controller Pak: Get 'Em to Go, Star Wars: Shadows of the Empire comic, Harvest Moon, Marvelous.

Volume 92 (Jan. '97): Star Wars: Shadows of the Empire, Special: Shoshinkai Report, Mario Kart 64, NBA Hangtime, Cruis'n U.S.A., Donkey Kong Country 3: Dixie Kong's Double Trouble—The Lost World, Magic Boy, Casper, Shadows of the Empire comic, Beat the Boss, Game Boy Small Classics.

Volume 91 (Dec. '96): Killer Instinct Gold, Wayne Gretzky's 3-D Hockey, NBA Hangtime, Star Wars: Shadows of the Empire, Donkey Kong Country 3: Dixie Kong's Double Trouble Part 2, Ultimate Mortal Kombat 3, Marvel Super Heroes: War of the Gems, Taz-Mania 2, Jeopardy, Shadows of the Empire comic, Wave Race 64 Strategies.

Volume 90 (Nov. '96): Donkey Kong Country 3: Dixie Kong's Double Trouble, Wave Race 64, Blast Corps, Shadows of the Empire comic, Star Wars, Super Mario 64, Sim City 2000, Maui Mallard, KI Card Game, Arcade's Greatest Hits, Toshinden (GB), Lufia II.

Volume 89 (Oct. '96): Mortal Kombat Trilogy, Shadows of the Empire comic, Donkey Kong Country 3: Dixie Kong's Double Trouble, Street Fighter Alpha, Ms. Pac Man, Hyrulean Adventure, Super Mario RPG, Interview with Shigeru Miyamoto, Tetris Attack (GB), Battlezone/Super Breakout.

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